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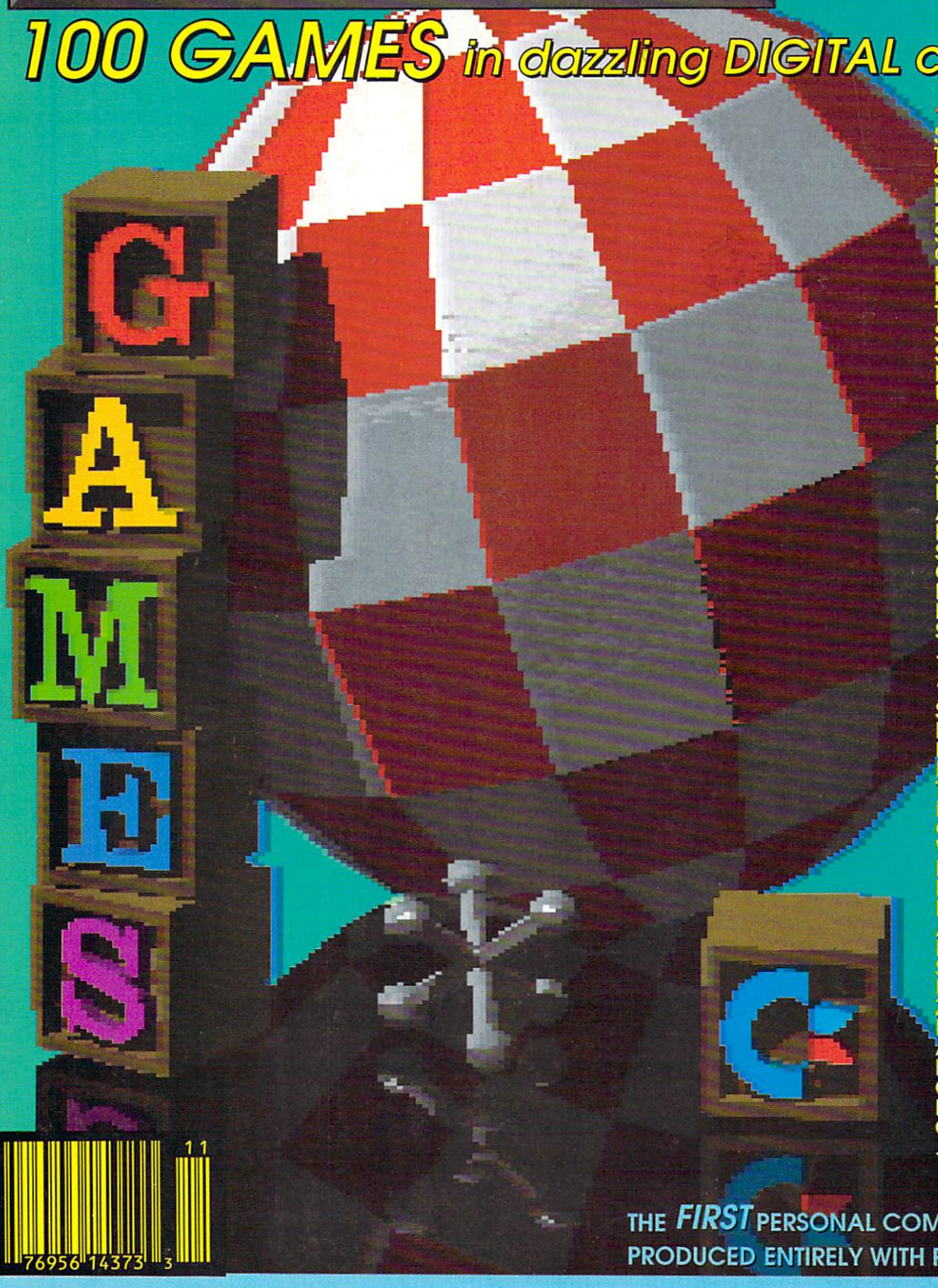

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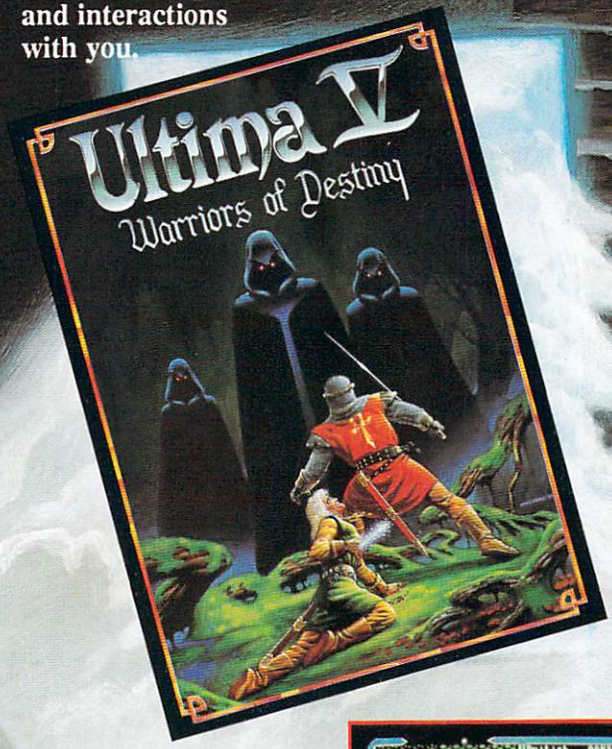

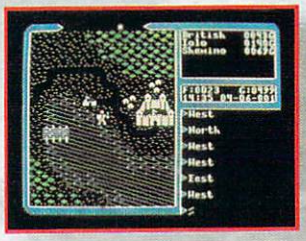

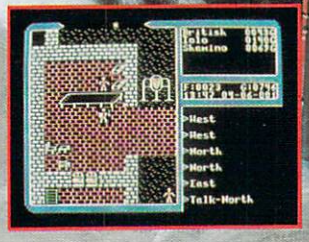

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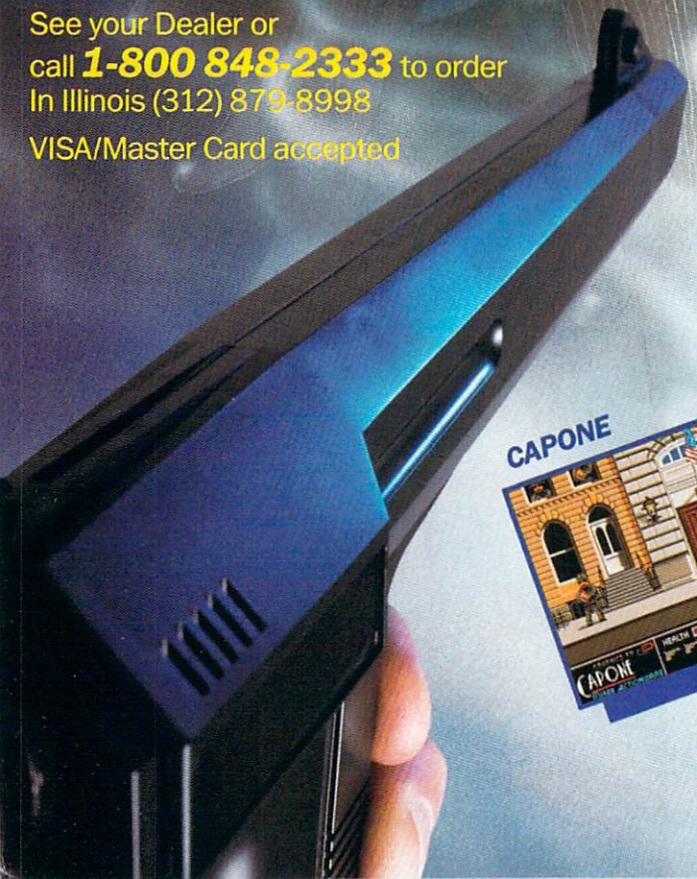

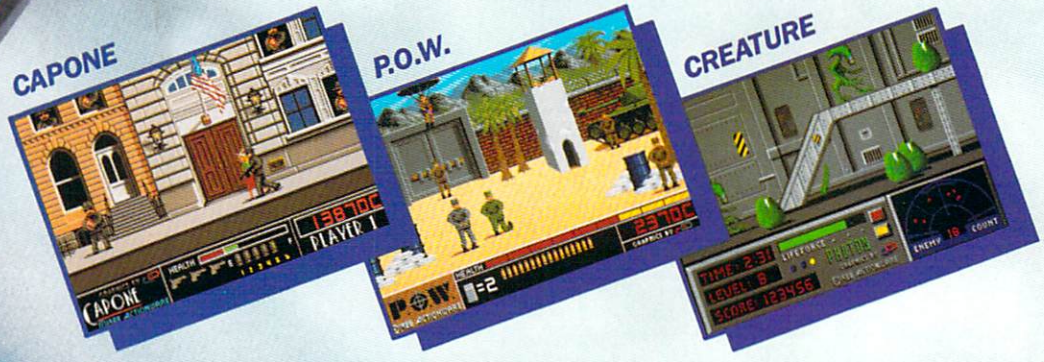

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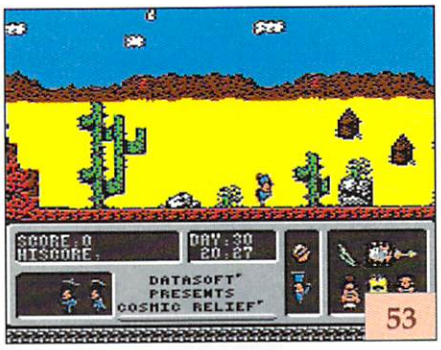

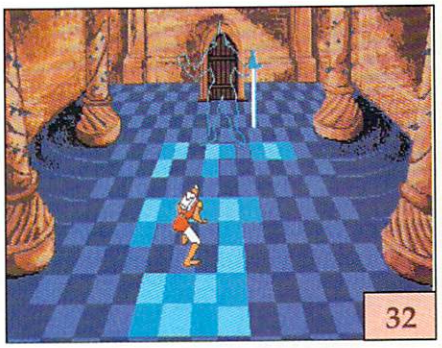

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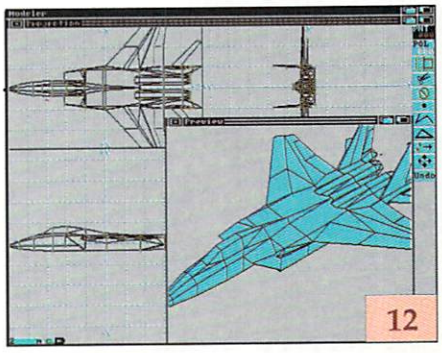

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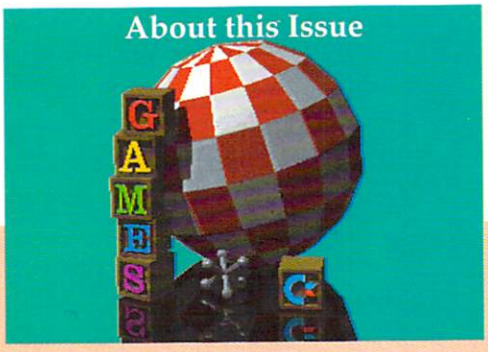

We hope you've noticed that this issue of INFO looks a bit different. First of all, there's more color - LOTS more color. Rather than using screen photographs, we are now importing IFF graphics directly into Professional Page, which is much cheaper, gets us better results, and lets us manipulate and size graphics in ways we never could before. For better color quality, these pages were output on a 1200 dots-per-inch Linotronic typesetter. We're sure we'll hear some outcry about how we are no longer using "consumer equipment" to produce INFO, but think about this: a PostScript laser printer will set you back at least $4500, but a typesetting house only charges about $20 a page to run film from PostScript output. At that rate, your average user who is producing, say, an eight-page newsletter once a month would have to do that newsletter for almost nineteen years to break even! By that time, we think he'd need a new laser printer anyway. And even if you use a PostScript laser printer, you still have to pay for the printer to transfer the paper output to film, and that costs money, too. Of course, there are lots of other uses for a PostScript printer, and they are, at least, indispensible for proofs, but we think using a laser typesetting service may actually be a better and cheaper solution for many desktop publishers. For color work, it's definitely a level of magnitude crisper and clearer, with 1200 dots-per-inch resolution, compared to 300 dpi for laser printers.

In many ways, we're actually doing more directly on Commodore equipment than we ever have before. We now snapshot graphics, create graphics, color correct and convert images, digitize pictures, write and edit articles, and lay out pages all directly on the Amiga screen. The pages we create this way are complete - we totally bypass pasting anything down on paper. It's great! We hope you like the new look. -Benn

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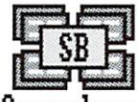

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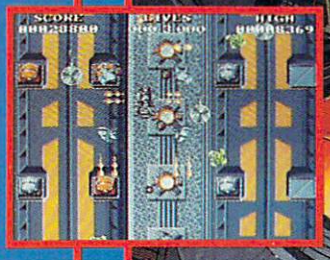

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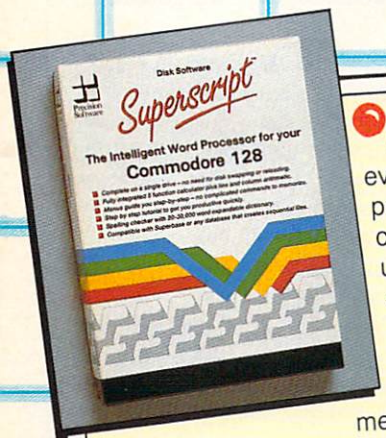

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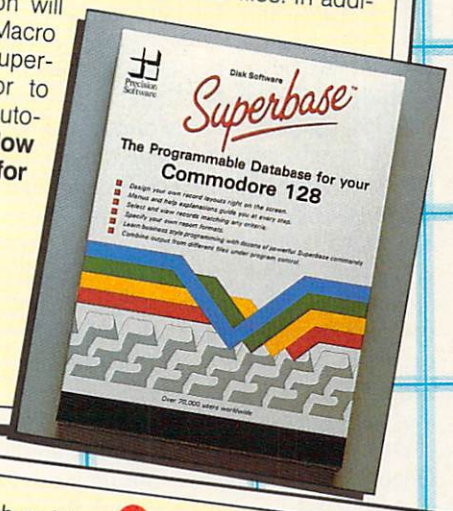

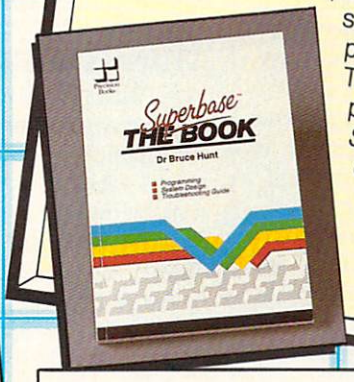

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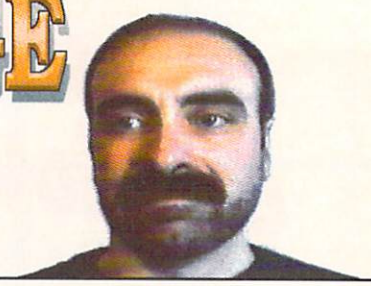

Benn

THE STATE OF GAMES

It is probably safe to say that if it weren't for videogames, there would be no personal computers. Coin-op videogames came first, and once people got a taste of alien-zapping, they hungered for a machine that would let them blast away at home without dropping a pocketful of quarters. Guys like Steve Wozniak and Steve Jobs (Apple), Jack Tramiel (Commodore), and Nolan Bushnell (Atari) had the vision to perceive that there were lots of bucks to be made in the home videogame market, and the personal computer industry took off.

Of course, there are stand-alone videogame systems, too. But they came and went once, and even though they're back again, I think personal computers have more staying power. There are a bazillion things you can do when fully equipped with a keyboard and disk drive that you just could never accomplish with a joystick alone. Not that we shouldn't be thankful for this upsurge in the stand-alone videogame market. After all, whenever they do well, it creates a tsunami of games for personal computers, too. That's really evident this holiday season, with over 300 new games announced for the C64 and Amiga. Thanks, Sega and Nintendo!

CLONES OF CLONES

But where are the really new and innovative games? A quick glance through this issue will reveal scads of new "hit-points-and-dungeons" adventure games, lots of sports simulations (we're down to neglected sports like caber tossing and water polo now), more flight and naval battle simulators, and, of course, lots and lots of new blast-the-aliens arcade epics. Many of these new games are even quite well-done, and offer graphics and sound that are a degree of magnitude better than their predecessors. But they don't offer much that is new conceptually.

A detailed combing through the reviews reveals a few games with new twists, like Rainbird's *Carrier Command*, a naval simulation with an unprecedented degree of detail and realism, and Interplay's *Battle Chess*, with clever animated sequences that turn chess into a whole new game. We know that every game is not going to break new ground, but, except for rare exceptions like these, we swear sometimes that the game companies aren't even trying. They seem content to dish out the same gruel in new bowls, hoping that the gaming public won't notice.

THINGS WE'D LIKE TO SEE

So what would we like to see in the next generation of games? How about construction sets, for one? Every game with a variable playfield should offer a construction set mode so that when you tired of the original screens you could make your own. This one feature could revive many old, tired games. We've mentioned this before. A lot. Is this a tough concept? For all the *Arkanoid* clones we've seen, not one has offered this simple feature that would have set it off from the crowd! And we know it's not impossible to do--there are already public domain screen editors for *Crystal Hammer* and *Firepower*, and *Boulder Dash Construction Set* is one of the better new C64 games.

Whatever happened to artificial intelligence? *Eliza* and *Racter* tickled our imaginations with clever simulations of quasi-intelligence; how about some real AI opponents who don't play by mere rote, but learn from their mistakes?

We need whole new game themes, too. If you're a software publishing house, lock your best artists, programmers, and visionaries in a room with some stimulating books, videotapes of great movies, and lots of beer and Chinese food, and don't let them come out until they have a great and totally new game concept. Then let them create it without having to listen to any bull from the marketing department about why it won't sell.

THINGS WE NEVER WANT TO SEE AGAIN

No more "hit-points-and-dungeons" adventure games. Please.

Get rid of killer copy protection. Use manual protection, or a code wheel, or something else non-destructive if you must. But no more "NDOS:" disks and custom bootblocks; they play heck with disk drives and are real virus-susceptible. And while you're at it, make the Amiga versions multitasking and hard-disk installable. We'd love to play some of these games in the background while we work.

Don't feed us more clones of clones. There are more than enough *Arkanoid*, *Boulder Dash*, and *Pole Position* clones out there to last us a lifetime.

THE FUTURE

Too soon to tell. Since Sturgeon's Law prevails in this corner of the universe, 90% of the games we'll see in the future are likely to be just more of the same. But there's always that 10% that keeps us looking forward to what the Federal Express lady brings us every morning...

-Mark & Benn

ABOUT INFO

GAME REVIEWS

Rating games is a tough job. What we try to do is to imagine that a friend of ours has asked us, "Should I buy this game?" Then we distill our recommendation down to a couple of paragraphs and a star rating. We try hard to let you know what we really think of a game, and why. Of course, the game publishers don't always like our ratings, and our readers don't always agree with us 100%, either. But we promise that what we write will always be our honest opinion.

ABOUT THE STAR RATINGS

INFO uses a five-star rating system, with five stars the maximum positive rating, and one star the absolute bottom. We also use a plus to uprate a game a bit if it falls somewhere in between. Here's approximately what the star ratings mean:

A game that sets new standards of excellence. These games are must-haves that will be considered "classics". Think of a five-star game as one you'd pick to be stranded on a desert island with.

An exceptional game with just about everything done right. A guaranteed favorite that you'll play again and again.

An excellent game that has extra features and lasting appeal. One of the best in its class, and one of the games you pick first to play as a break from your top couple of all-time favorites.

A good game with some extra nice touches that place it a cut above the average. Among the favorite games on your "second shelf".

An acceptable game that plays just fine, or one with a few shortcomings but redeeming features.

A game that has some annoying bugs or omissions that keep you from wanting to play it. One that you wish worked, but doesn't.

A game that is buggy, ill-conceived, or very badly done. One that you'd blow the dust off of and give to your kid brother if he got a computer just like yours.

INFO never gives a one-plus rating. By the time you get down here, why bother splitting hairs?

Anybody trying to sell a one-star program is either a moron or is trying to pull a fast one. A one-star game is completely incomprehensible and/or unplayable. Thank goodness the games industry has grown up enough that we seldom see junk this bad any more. If you have the misfortune to be given a one-star game, bulk the disk. It has more value as blank media.

- Mark & Benn

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U.S. Mail From: Michael S. Fudgie

I would like to know how programmers create back doors in videogames.

A "back door" is simply a secret entrance into a game that the author of the game puts in for his own use. He may want a way to bypass lengthy title sequences, skip ahead to advanced screens, or play the game with an unlimited number of "lives". This makes it easier for him to playtest his game while it's still being written. Back doors are usually entered by pressing a certain combination of keys at a certain point in the game, or by typing in a secret code word instead of a "player name". Sometimes the back doors are taken out of a program before it's released to the public. But often the programmer leaves them in, either simply to save time and effort, or so he and his friends can go in and rack up incredibly high scores! You can't add a back door to a game, but you can discover back doors. There are also "side doors" in some games. These are unintentional program bugs that aid you in winning a game. For example, you might be able to rapidly press a button in an adventure game and collect multiple treasures when you're only supposed to be able to pick up one, or stand in a certain spot on an arcade screen and not be able to be killed. INFO prints back door and side door secrets like these in our regular "INFOMania Game Tips" feature. -Mark & Benn

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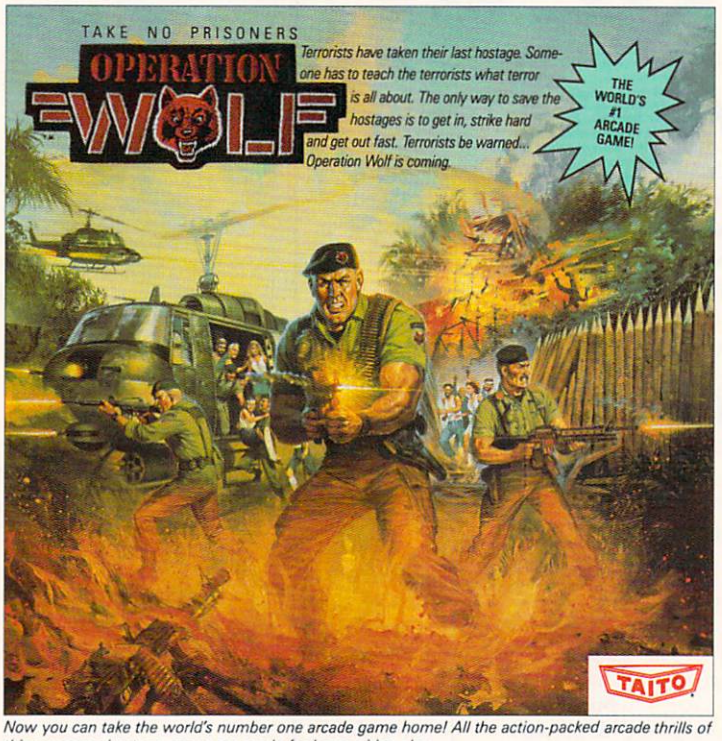

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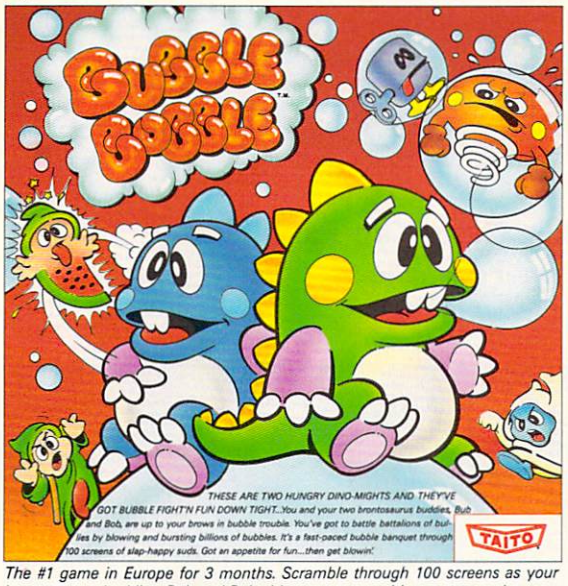
3) BUBBLE BLOWING DINOSAURS.



The #1 game in Europe for 3 months. Scramble through 100 screens as your brontosaurus buddies, Bub and Bob, drive you crazy with non-stop action.

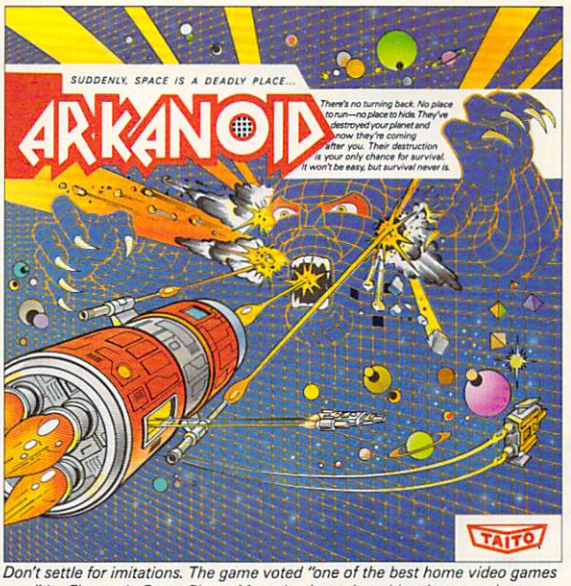
4) DEATH-DEFYING ACES.

Take the arcade's meanest air battle home for keeps. Strap in for explosive high-flying action. Hold on for your life as you soar through incredible graphics.

5) INTER-PLANETARY WARFARE.

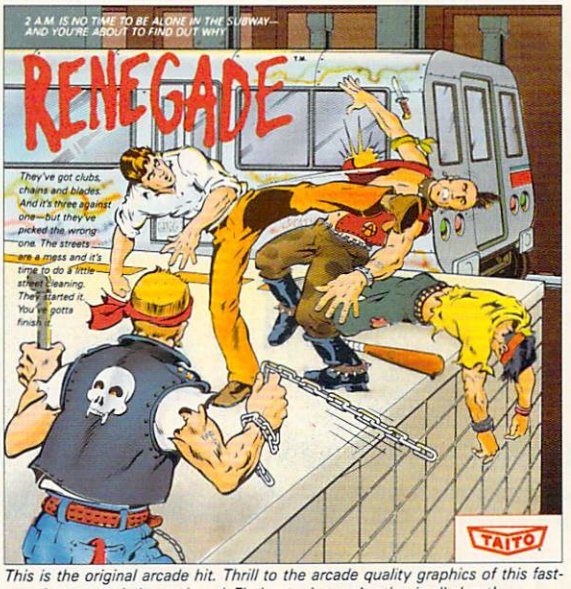
Now you can blast into one of the hottest arcade space games right in your own home. It's the ultimate inter-planetary combat. You've never seen action like this.

6) OUTER SPACE GRID MONSTERS.



Don't settle for imitations. The game voted "one of the best home video games ever" by Electronic Game Player Magazine is ready to blast into your home.

7) RAGING STREET RUMBLES.



This is the original arcade hit. Thrill to the arcade quality graphics of this fast-paced, street-style karate brawl. Find out what real action is all about!

Taito games will make your Commodore scream with the sights and sounds of arcade action, adventure, survival, destruction, heroes, villains and heart-pounding thrills.

These are the world famous arcade originals and they're ready to wail on your Commodore. Arkanoid,™ Alcon,™ Bubble Bobble,™ Operation Wolf,™ Rastan,™ Renegade™ and Sky Shark™ will make your Commodore do things you didn't think were possible.

Everyone knows that arcade games are the benchmark for all other video games and Taito has been an arcade leader since 1953. Since then we've made over 1,000 classics for arcade and home play. Count on Taito to bring the heat of the arcade to your home computer.

Buy Taito products at leading stores everywhere. Visa/MasterCard holders can order direct anywhere in the U.S. by calling 1-800-663-8067.

NEW PRODUCTS

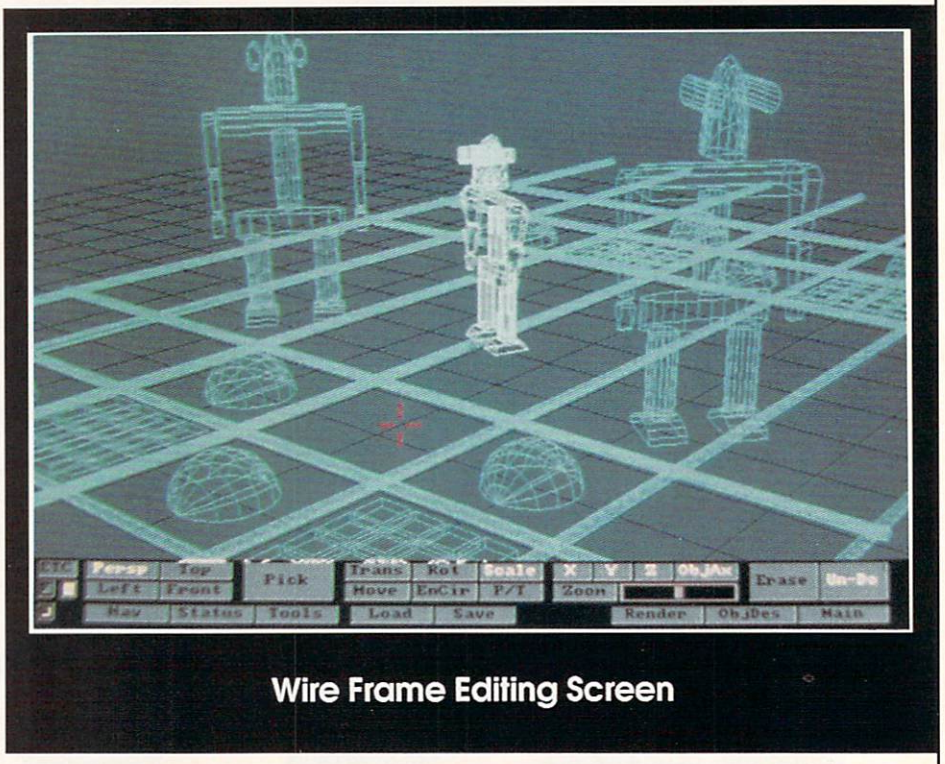
See INFO's list of OVER 300 New Games on Page 26!

Please don't just mail off a check to order these products.
Check first with the companies for ordering information.

AMIGA SOFTWARE

DOCTOR'S CABINET

After much anticipation, we laid our hands on a demo of **Caligari**, the 3D animation/rendering package from *Octree Software*. You build objects on a chessboard-like grid which can be tilted and rotated in space, and then let Caligari do its stuff. The renderings are surprisingly fast - about thirty seconds for a scene with 1000 polygons. A library of objects and primitives is included, from which other objects can be created, or you can extrude objects of your own design. Initial setup and placement are done in wireframe to save even more time. Caligari lists for a very steep $1995.00, and the demo is $18.00. 311 W. 43rd St., New York, NY 10036. 212-262-3116.

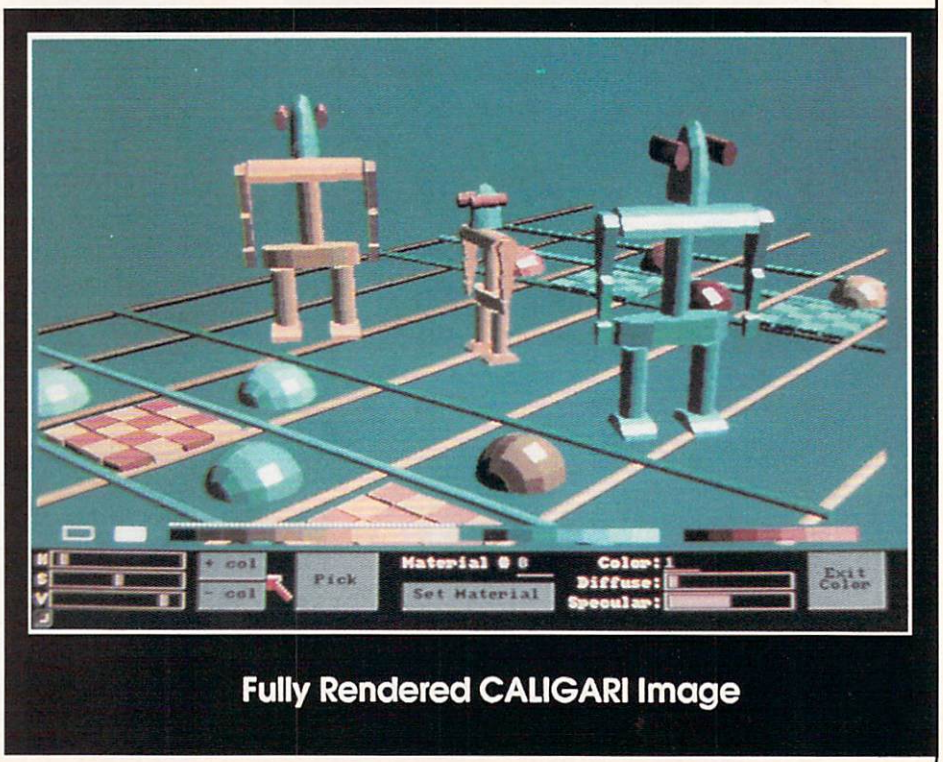


Wire Frame Editing Screen

MUSICALLY SPEAKING

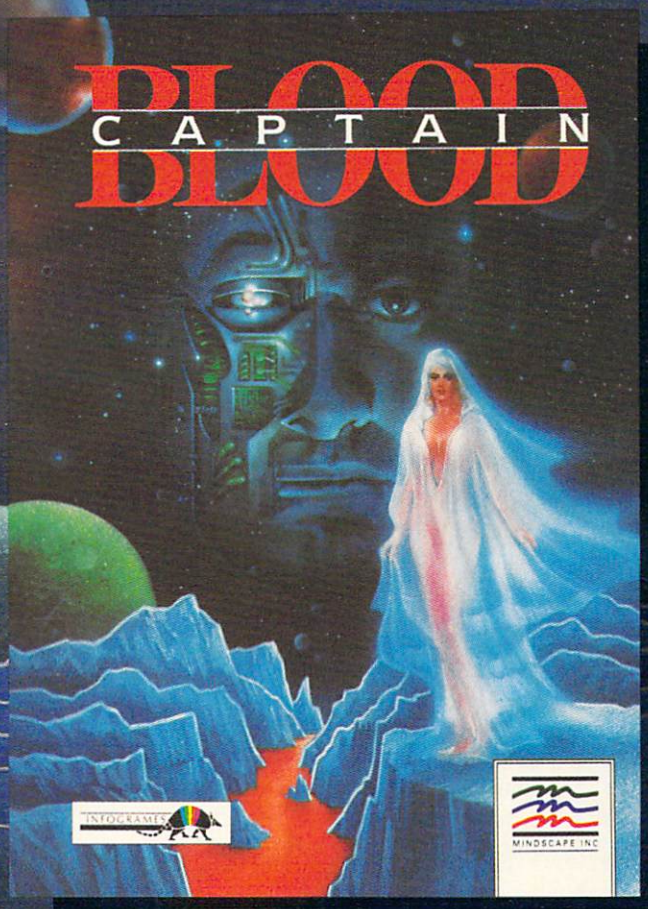
We just got in a care package from *Dr. T's* that would certainly warm the treble clefs of any computer musician's heart. The **Keyboard Controlled Sequencer** V1.6 ($249) is one of those products that bring the Amiga squarely into the forefront of music machines. It basically operates as an extremely sophisticated 48 track recorder with more options than you can shake a staff at. The **Roland MT-32 Editor/Librarian** ($149) provides full control over an MT-32 synthesizer, with graphic envelope editing, patch manipulation, MIDI-merge, and more. If you decide you need something a little less powerful, the **MIDI Recording Studio** ($69), will still give you a lot. It has an 8-track recorder, real-time tempo adjustment, auto-correct, and mouse editing. 220 Boylston St., Suite 206, Chestnut Hill, MA 02167. 617-244-6954.

continued on page 14 . . .



Fully Rendered CALIGARI Image

Extra sensory perfection!



EXPERIENCE A NEW UNIVERSE OF SIGHT AND SOUND

Powerful graphics and visual effects, together with superb music and sound, make Captain Blood a sensory feast. But for Captain Blood such pleasures may be fleeting—his life force is being drained by 5 unfriendly clones.

As Captain Blood, you must locate all 5 of these Blood brothers among 32,768 planets and assimilate them before the ship's auto-bionic functions take over and render you completely inhuman. You're already 50% machine!

MINDSCAPE INC

So get moving. Pilot your way through Hyperspace and fly through treacherous terrains of strange worlds. And encounter even stranger inhabitants. Use a unique icon language to pry clues from 12 fully-developed alien races.

Go for it! Travel space. Talk with aliens.

Find the clones. Destroy planets. And feast your eyes on your prize, the lady Torka.

If you're still man enough.

MINDSCAPE

Visit your retailer or call 1-800-221-9884 for VISA and MasterCard orders. To purchase by mail, send your card number and expiration date, check or money order for $34.95 (C64 & C128), $39.95 (5.25" IBM & compatibles), and $49.95 (Amiga and Atari ST) for each title plus $3.00 handling to Mindscape, Inc., P.O. Box 1167, Northbrook, IL 60065. Allow 3-5 weeks for delivery. Lawyers like this part: © 1988 Mindscape, Inc. Mindscape is a trademark of Mindscape Inc. Software program, sound and graphics copyright © 1988 Infogrames and ERE Informatique. Commodore, IBM, Amiga and Atari ST are registered trademarks of Commodore Electronics, Ltd., International Business Machine, Commodore Amiga, Inc., and Atari, Inc. respectively.

NEW PRODUCTS

. . . continued from page 12

PERFECT MODEL

Aegis' **Modeler 3D** is a new front-end 3D object editor for *Videoscape* 3D that also works with *Sculpt 3D and Draw Plus* files. Three adjustable windows show wireframe x, y, and z views, and there's also a window for viewing the solid form. It has advanced editing tools like lathe, mirror, extrude, and solid primitives, and the editor includes an on-screen tool bar and zoom mode. The whole works multitasks nicely with Videoscape on a one meg Amiga. 2210 Wilshire Blvd., Ste. 277, Santa Monica, CA 90403, 213-392-9972.

MORE HELP

Deluxe Help for Photon Paint is the latest in *RGB Video Creations's* Deluxe Help series. If you have any doubt about the usefulness of these titles, see the article on them in INFO #22. This interactive tutorial will take you through *Microillusions*' **Photon Paint** from the absolute basics to the fine points of dithering and beyond. 3944 Florida Blvd., Suite 102, Palm Beach Gardens, FL 33410. 407-622-0138.

3D FONTS

Access Technologies has released a two disk set of three dimensional fonts designed specifically to use with 3D rendering packages such as *Byte by Byte*'s **Sculpt 3D**. Unseen faces are removed in order to conserve memory. PO Box 202197, Austin, TX 78720.

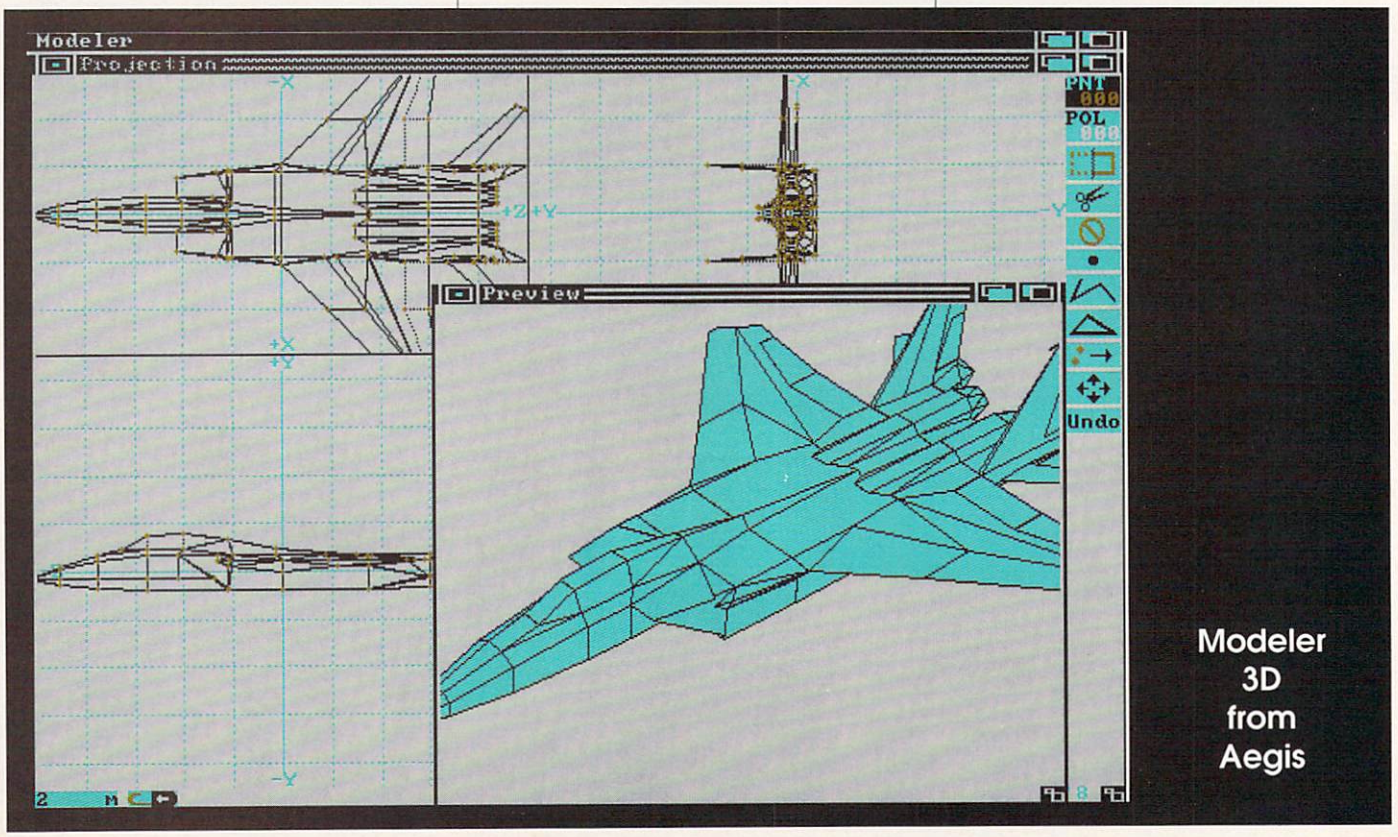
CHOROMAP

The maps you see in atlases that show population density or average rainfall are technically called choropleth maps. **Choromap** will help you make them on your Amiga, letting you create maps, divide them up into sections, and then have the map change color according to the data provided for each section. The program was designed by a geography professor from Auburn University. Cost is $48, and a demo is available for $5. From *Bassett Geographic*, 1103 Rudd Ave., Auburn, AL 36830. 205-887-9057.

IT'S A PLOT

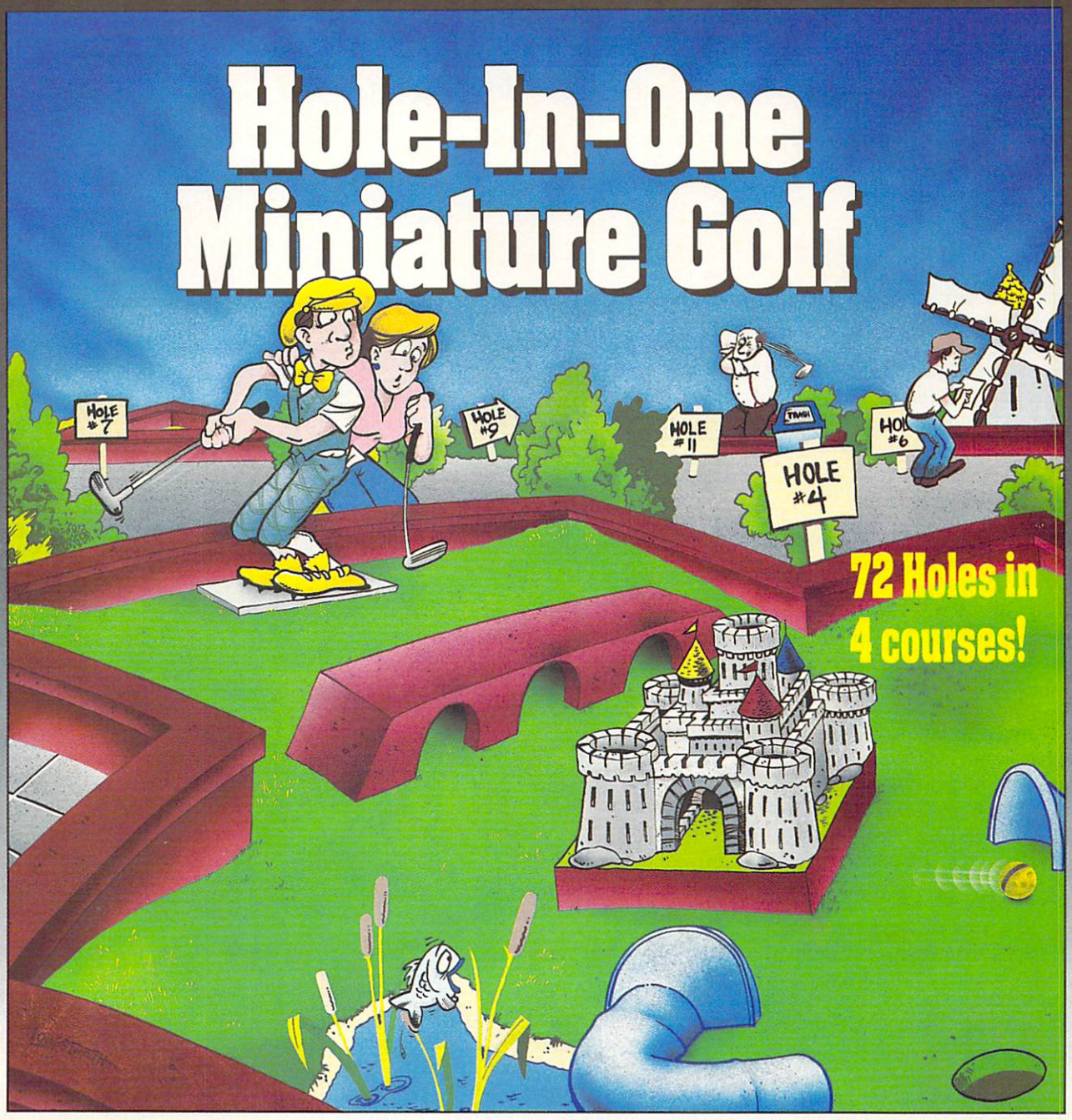
PlotPrint will take any pen-plot data files you throw at it and dump them out on a printer instead of a plotter. It incorporates a full HPGL interpreter that claims to translate all HPGL commands, not just the subsets some CAD packages use. Output is scalable,

continued on page 16 . . .



Modeler 3D from Aegis

Hole-In-One Miniature Golf

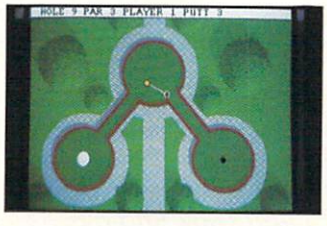


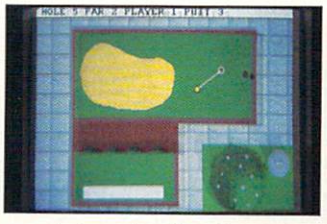
Hole-In-One Miniature Golf combines digitized sound, quality graphics and superior playability with realistic ball play to give you the best miniature golf game made!

Utilizing the mouse (point and click) interface, DigiTek Software has created a game that will challenge adults yet is so simple to play that children can play as easily as adults from the very first game. This game supports up to 4 players making it one of the few games that the entire family really can enjoy together.

Hole-In-One Miniature Golf is 72 Holes of pure fun in 4 separate courses that give you classic miniature golf as well as hilarious fantasy holes. The digitized sounds of the crowds, the ball, and special effects all add to the fun and realism.

Another revolutionary game from the company that brought you Vampire's Empire, Amegas, and Hollywood Poker — DigiTek Software!





Amiga versions shown here.

DigiTek Software
104 West Seneca, Suite 4
Tampa, Florida 33612
(813) 933-8023
(Programmers wanted — write us!)

NEW PRODUCTS

. . . continued from page 14

and resolution is user-selectable. It bypasses Preferences drivers, letting users set up their own configuration files. $50 for the standard version, $100 for the 68020/68881 version. From *Hi-Tech Graphics*, PO Box 446, Tallmadge, OH 44278 216-633-7966.

MUSIC TSAR

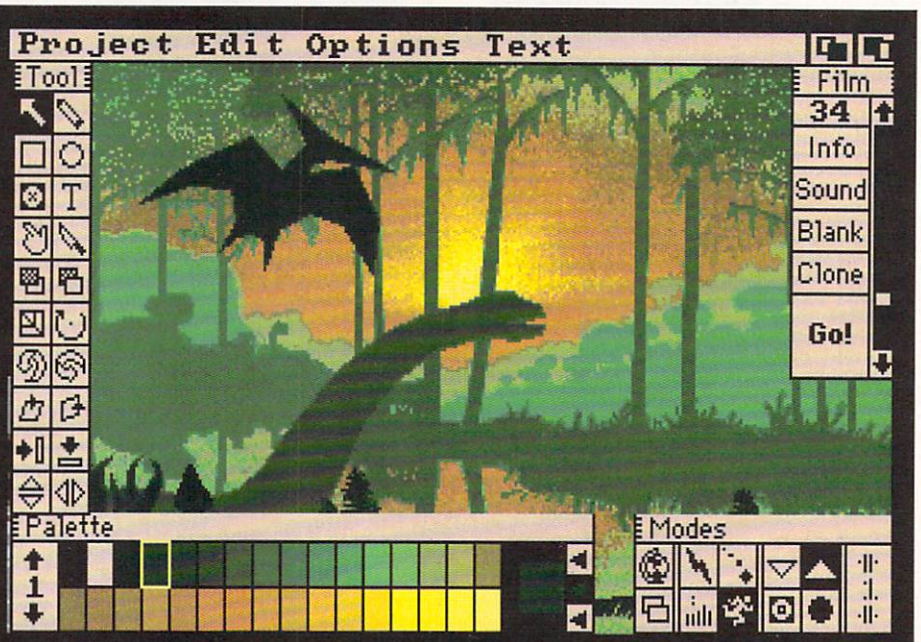
If you have a Casio CZ-1 keyboard and an Amiga, now all you need is the **C-ZAR-1** editor/librarian. The program handles all of the CZ-1's Operation Memories and has a 'Split Keyboard' mode, where the musician can define the split points and have completely separate sounds from the upper and lower keyboards. The keyboard velocity aspects of the CZ-1 can also be controlled and modified via onscreen sliders. $195.00 from *Diemer Development*. 12814 Landale St., Studio City, CA 91604-1351. 818-762-0804.

FANTANIMATION

Broderbund sent us a copy of their new Amiga animation package, **Fantavision** ($59.95). It handles all display modes and will let you synchronize a sound track with your animation. Up to 128 tweened frames can also be generated (you tell the computer where and how you want something to move, and tweening takes care of the laborious details). 17 Paul Dr., San Rafael, CA 94903. 415-492-3200.

SHOW BIZ

Billed as Desktop Presentation software, **Lights! Camera! Action!** from *Aegis Development* is a sophisticated slideshow package that will let you combine images, music, sound effects, and animations into complete presentations. It sports over 40 transitions, supports color cycling and halfbrite, and will allow sound to be attached to any frame. $79.95. 2115 Pico Blvd., Santa Monica, CA 90405. 213-392-9972.



Broderbund's Fantavision Animation Package

SWANWARE

We snagged a copy of *ASDG*'s **CygnusEd** ($99.95) at AmiExpo. Their entry into the text editor field supports **ARexx**, has keyboard shortcuts for menu selections, and boasts fast search and replace (100,000 characters/second). It also has user adjustable scrolling speed and default configuration files. 925 Stewart St., Madison, WI 53713. 608-273-6585.

EXPERT ADVICE

The first full-fledged Amiga expert/AI system software was demo-ing at AmiExpo in Chicago. **Magellan**, from *Emerald Intelligence*, depends on a rule-based user interface using IF-THEN decisions. It's all interactive, with no compiling, so as knowledge bases are built, they can be changed and debugged interactively. Magellan also supports **ARexx**. $195. 334 S. State St., Ann Arbor, MI 48104. 313-663-8757.

BACKING IT UP

EZ-Backup will let you back up your hard drive to the same set of floppies perpetually. It manages the space on the floppies, saving only what's been changed, and will also let you save up to 255 versions of one file. It works in standard Amiga file format, making for easier recovery if the need should arise. $49.95 from *EZSoft*, 21125 Chatsworth St., Chatsworth, CA 91311. 818-341-8681.

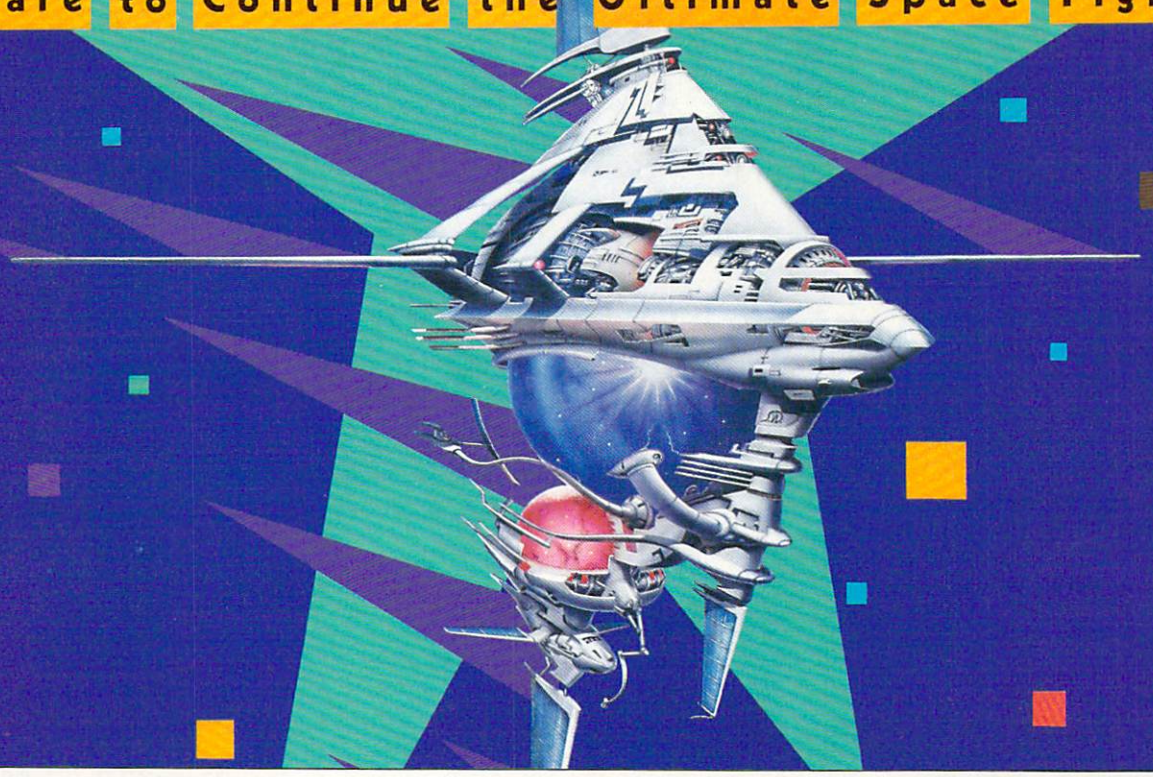
SYSTEM CHECKING

If you've ever had any doubts about your Amiga's sanity, you can check it out with the **System Test Utility**. (It won't, however, check user's sanity.) It will test any Amiga's memory and will check up to four 3.5" Amiga disk drives. It won't, like us, do IBM drives. $29.95 from *Custom Services*, PO Box 254, Moorestown, NJ 08057.

continued on page 18 . . .

Starglider II

Dare to Continue the Ultimate Space Fight



The time is the distant future, in a remote corner of the universe. A hostile horde of creatures from the planet Egron is back to capture your home planet, Novenia. You climb into the cockpit to destroy—once and for all—this alien race. Are you ready for the ultimate space fight? Starglider II, the eagerly awaited sequel to Starglider, streaks onto the screen with more astonishing graphics than ever imagined! With a 3D instrument panel and fast, furious, futuristic weapon system...it's the most extraordinary cross between flight simulator and shoot 'em up arcade game created!

LANDMARK TECHNOLOGY—ONE STEP FURTHER! Superfast solid 3D graphics give you an incredibly realistic feeling of flight.

SPECTACULAR SOUND EFFECTS add to the game's startling effects.

MULTIPLE CONTROLS, FAST-PACED ACTION with an amazing array of flying creatures and crafts—all aimed at you!

LONG AWAITED SEQUEL to the highly acclaimed Starglider. Now, Starglider II brings you even more technological breakthroughs.

P.O. Box 2227, Menlo Park,
CA 94026, 415/322-0900

RAINBIRD

HOW TO ORDER: Visit your software dealer, or call (800) 227-6900 from U.S. or Canada for Visa, Amex MasterCard, or C.O.D. To order by mail, send check/money order: Rainbird, P.O. Box 8123, San Francisco, CA 94128. CA add 6% sales tax and TX add 7½%. Shipping/handling is $4.50. 2-3 weeks for delivery.

AVAILABLE ON: IBM 256K, CGA/EGA 16 Color $39.95. Commodore Amiga and Atari ST 512K $44.95.

Rainbird and Rainbird logo are trademarks of British Telecommunications plc. IBM, Commodore and Atari are registered trademarks of International Business Machines Corp., Commodore Electronics Ltd., and Atari Corp., respectively.

NEW PRODUCTS

. . . continued from page 16

COMAL

COMAL aficionados (Mark among them) will positively rejoice on learning that the language has been ported over to the Amiga. We haven't seen it yet, but Len Lindsay, editor of *COMAL Today* and INFO's own Keeper of the User Group Update, sent us all the specs and it looks like there just ain't much it won't do. The Amiga incarnation was developed in Germany under the auspices of Borge Christensen, the originator of COMAL. We haven't heard yet what the price will be. For further INFOrmation, contact *COMAL Today*, 5501 Groveland Terrace, Madison, WI 53716.

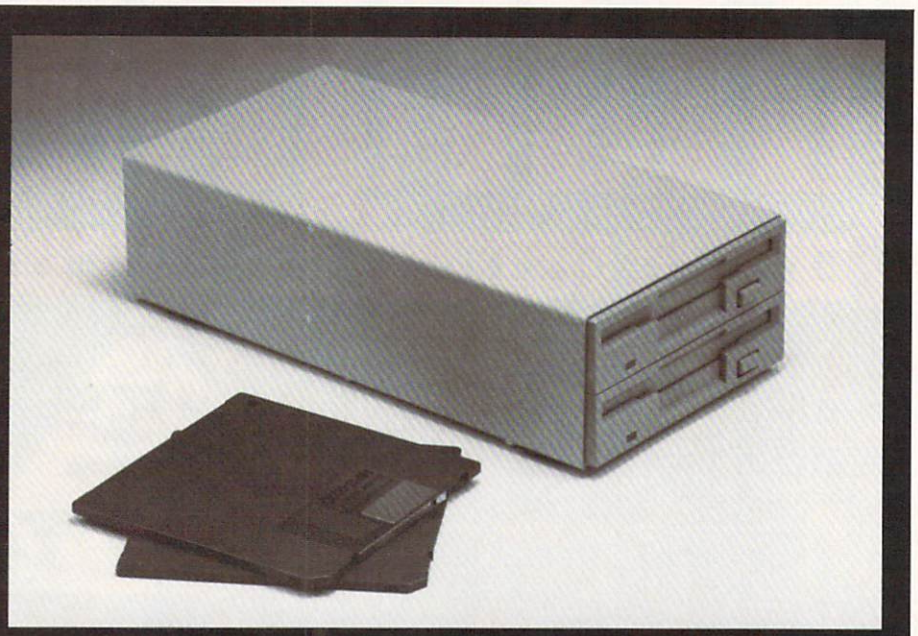
M2AMIGA

Modula-2 seems to be growing in popularity in Amigadom, and *Interface Technologies* has released a new version of the language, **M2Amiga**. It uses a single-pass compiler, making for much faster compile times, has an editor that gives plain text error messages, doesn't require intermediate code when making ROM calls, and comes with a collection of basic libraries. 3336 Richmond, Suite 323, Houston, TX 77098. 713-523-8422.

AMIGA HARDWARE

DRIVING ON

We saw *M.A.S.T.*'s tiny new external drives at AmiExpo. The **Unidrive** is only one inch high while the unusual **Twindrive** reaches only two inches. Both drives come with a 1 year warranty and have a switch on the rear panel that will disable the drive without unplugging it--a nice consideration for inconsiderate programs that won't run with an external drive plugged in. The single model is $169 and the dual is $299. *Memory and Storage Technology*, 7631 E. Greenway Rd., Scottsdale, AZ 85260. 602-483-6359.



The Tiny Twindrive From M.A.S.T.

STEREO 2000

Day's sent us one of their **Audio 2000** stereo amplifiers. It only works on the A2000, and is an incredibly compact little thing. It consists of a card that plugs into one of the PC slots (thus using some otherwise wasted space) and passes through to the front to replace the Power/Hard Drive light panel. The new panel still has the two lights, and also has two volume control sliders and a headphone jack. Speaker jacks (it will drive 4-8 ohm speakers) come out the back of the card. That's a lot to cram into such a miniscule space. The amplifier costs $79.95. 17538 Glen Rd., Gambier, OH 43022. 614-397-5639.

DIGITALIA

ACDA, a company that specializes in medical systems and data acquisition, has developed a whole raft of Amiga hardware and software designed for scientific and engineering applications. They sent thirteen pages of specs and listings. Some highlights: **Proto-40K** ($1895) card for the A2000 with a 16 channel 12-bit multiplexed A/D converter and a 3 channel programmable timebase. The **Amiga_GPIB** ($395) half-length card for the A2000 conforms to the IEEE-488 standard. The **Proto-5K** ($279.95), available for all Amiga models, is a single channel A/D converter. **DigiScope** ($139.95) is an oscilloscope emulator. **AmigaView** ($79.95) is a collection of over 100 routines and macros for C programmers, and **Amiga_FFT C Package** ($152.00) gives the source needed to perform frequency analysis using Fast Fourier Transform routines. 220 Belle Meade Ave., Setauket, NY 11733. 516-689-7722.

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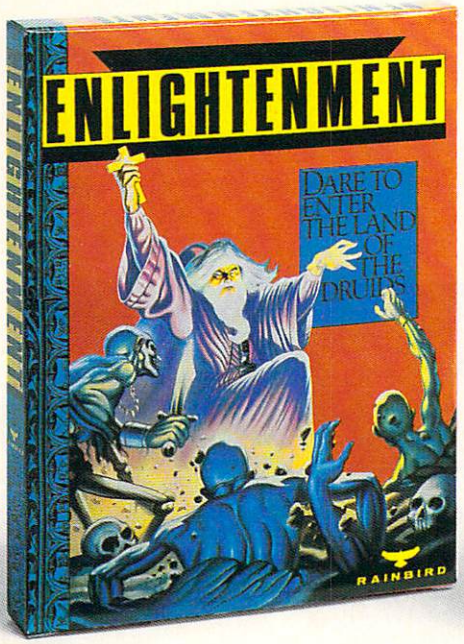
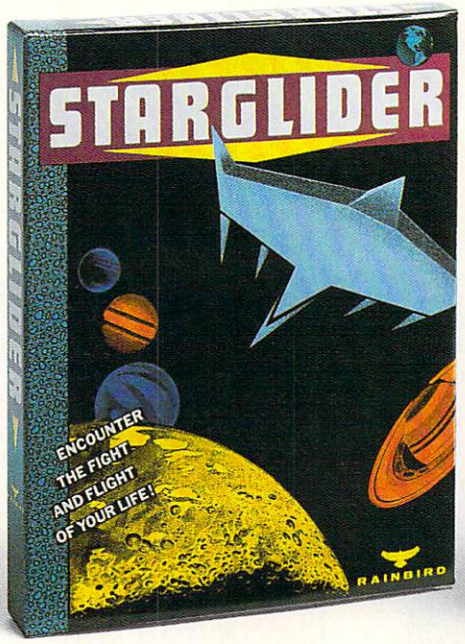
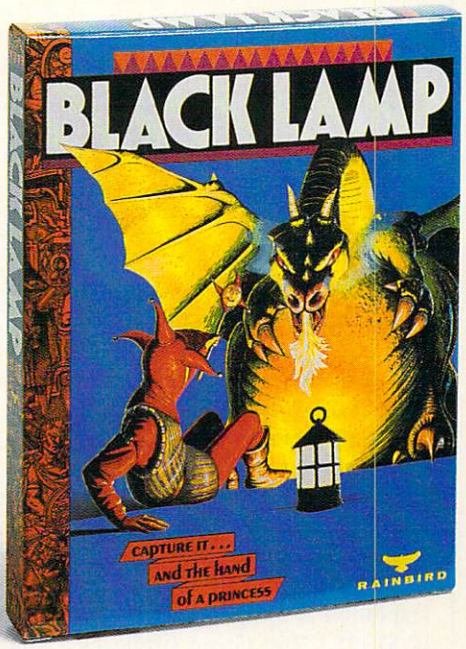
DOWN. OUT. AND OUTRAGEOUS.







ENLIGHTENMENT

This is no ordinary descent down . . . we're talking way down. To the world of the undead.

Yes, the evil Acamantor and his legion of undead are back. And our hero, Hasrinaxx the Druid, must destroy them once and for all. Trek through swampland, Caverns of Darkness, a poisonous land of fungus . . . just to name a few . . . to finally enter the five levels of Acamantor's dungeon. Then the action really gets hot!

SUPERB EFFECTS set this game apart from all others.

15 TREACHEROUS LEVELS test your skill time and time again.

32 DIFFERENT SPELLS while you control up to five characters at a time.

TWO-PLAYER OPTION lets you play alone or with a friend.

STARGLIDER

You're in command. You control the cockpit of an Airborne Ground Attack Vehicle (AGAV) on your invaded home planet, Novenia. An entire galaxy of blood-thirsty aliens is after you. You have to out-fight, out-fly, out-maneuver the enemy. With Starglider, you can!

Starglider brings together the reality of a flight simulator with an action-packed shoot 'em up arcade game. The graphics are so incredible, you'll experience a true feeling of flight.

HIGH SPEED ANIMATION and vivid vector graphics enable you to "fly" with amazing quickness and response time.

FAST-PACED ACTION—The skies are filled with flying craft, floating mines, missiles and laser beams.

STUNNING SOUND effects and digitized speech on the Amiga and Atari ST versions.

BLACK LAMP

Jolly Jack the Jester wants more from his boss (The King) than a few good laughs. He wants his daughter's hand in marriage. The King, of course, thinks Jack is truly jesting. But what the hey. If Jack can rid the Kingdom of a plague of evil beasties, Jack can have her. If he can't, Jack dies.

Outrageous? You bet. Black Lamp is a wonderful, witty once-upon-a-time tale that has earned rave reviews for its graphics, sound and superb quality.

EXTRAORDINARY ANIMATION with detailed backdrops makes Blacklamp a winner!

EXCITING MULTI-LEVEL PLAY and fast arcade action provide hours of addictive entertainment.

APPEALING HERO–Romance, action and adventure surrounds our hero Jack the Jester.

RAINBIRD

P.O. Box 2227, Menlo Park, CA 94026, 415/322-0900

Get Down. Get Out-and-Out Outrageous. Get the Ultimate Action Series—Value Priced.

HOW TO ORDER: Visit your local software dealer today. Or call (800) 227-6900 from U.S. or Canada, 6:00am-6:00pm PST to order by Visa, MasterCard, Amex or C.O.D. To order by mail, send check or money order to Rainbird Software, P.O. Box 8123, San Francisco, CA 94128. CA residents add 6% sales tax and TX residents add 7½% sales tax. Shipping and handling is $4.50. Please allow 2-3 weeks for delivery.

ENLIGHTENMENT: Amiga $29.95. Commodore 64/128 $19.95. STARGLIDER: IBM $29.95. Amiga and Atari ST $24.95. Commodore 64/128 and Apple II $19.95. BLACK LAMP: Amiga and Atari ST $24.95. Commodore 64/128 $19.95.

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NEW PRODUCTS

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BIG MONITOR

We received a call from *Moniterm* a couple of weeks ago, letting us know that they were coming out with a new high-resolution monochrome monitor specifically for the Amiga 2000. The **Viking I**, developed with Commodore's cooperation (!), is a 19-inch model capable of displaying 1008 X 800 pixel resolution at a depth of 2 bit planes. List is $1995. 5740 Green Circle Dr., Minnetonka, MN 55343. 612-935-4151.

WEDGING IN

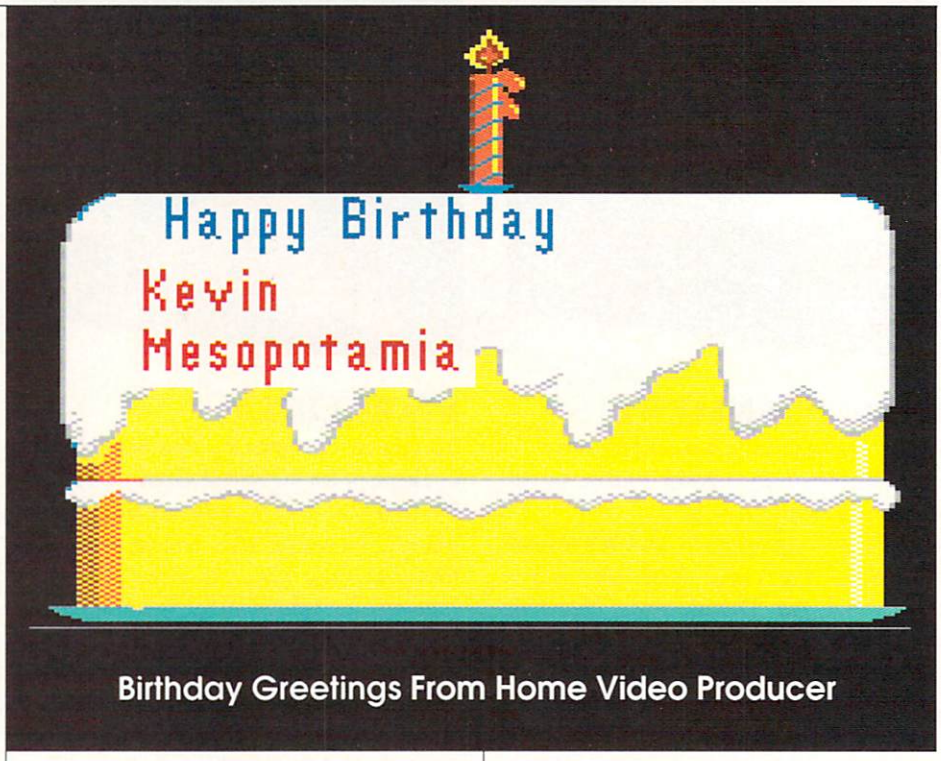
We ran across a mention of **The Wedge** hard drive controller in a user group newsletter, and reader Hector Marchand was kind enough to supply us with more details. The system comes from *RSI*, and will allow IBM-style hard drive controllers to be connected to the expansion buss of the A1000 or A500, thus letting you use lower-cost hard drives. RSI offers complete packages ranging in price from $649 to $1179 Canadian. Individual components are also available. 9651 Alexandra Rd., Richmond, BC V6X 1C6. 604-270-0064.

INKWELL AMIGA

Inkwell has been making light pens for the 8-bit machines for a long time, and now they've released one for the Amiga as well. The model **184-A** light pen has two buttons that can either replace or be used in conjunction with the mouse buttons. The driver claims to work with all the popular mouse-driven programs. 5710 Ruffin Rd., San Diego, CA 92123-1013. 619-268-8792.

BURN RUBBER

In answer to the continuing crisis in the cost of 32-bit memory chips, *Computer System Associates* have come up with a novel solution. They've built the **Dragstrip Board**, which plugs into the first Zorro slot in your A2000 and creates two additional slots for regular 16-bit populated expansion boards. These are then jumpered together (through magic, we assume) to make them into fast 32-bit RAM. CSA has also put V1.2.2 (actually 1.3) Kickstart into ROM on the Dragstrip. Overall, the configuration gives about double the speed you're used to. Cost of the board is $795. 7564 Trade St., San Diego, CA 92121. 619-566-3911.



Birthday Greetings From Home Video Producer

8-BIT SOFTWARE

YES, MR. DEMILLE

Epyx has released **Home Video Producer** to make your home videos more interesting. It comes with ten pre-fab title sequences, and you can also make up your own. Graphics and fonts are included, along with wipes and scrolls. $49.95. 600 Galveston Dr., Redwood City, CA 94063. 415-368-3200.

RULE BRITANNICA

Britannica Software is porting two of their most successful educational titles to the C64 and the Amiga. **Designasaurus** lets kids play the role of a dinosaur trying to survive, put together their own weird dinosaurs from bones, and print out pictures they can color. **Jigsaw** lets you make on-screen puzzles from screen graphics, either those supplied by Britannica or your own. 345 Fourth St., San Francisco, CA 94107, 415-546-1887.

HOLD THE FORT

The first high-level computer language was Fortran, and now you can have it for your 64. *Abacus* has published **Fortran 64**, which comes with an editor, compiler, and linker. The programs produced are stand-alone. $39.95. 5370 52nd St. SE, Grand Rapids, MI 49508. 616-698-0330.

continued on page 22 . . .

NO QUARTER

Just Endless Arcade Action

Now you can take some of the best Arcade games you've ever played home with you, to play on your own personal computer!

Skillful programming has taken the superb graphics and addictive game play of Arcade hits such as Double Dragon and Sidewinder and faithfully reproduced them in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss in Double Dragon. Or indulge in an orgy of action and destruction in the high-energy shoot-em-up Sidewinder (part of the Awesome Arcade Action pack on Amiga and Atari ST). Or go on the rampage and smash buildings and munch tiny natives in Aaargh!

Nothing but endless Arcade action – and you don't have to worry about running out of quarters!

ARCADIA

Double Dragon is a joint publication of Arcadia and Tradewest.
© 1989 Mastertronic International, Inc. Licensed from Technos Japan.
Arcadia is a member of the Mastertronic Group.

ARCADIA, 711 West 17th St., Unit G9, Costa Mesa, CA 92627. Tel: (714) 631-1001.

NEW PRODUCTS

. . . continued from page 20

NIBBLE, NIBBLE

Software Support Int'l. is shipping what they call their last disk archiver, **The Renegade**. It has a nibbler, along with a parameter disk, and a GEOS sector editor. A subscription form is also included for future parameter updates. $34.95. 2700 N.E. Andresen Rd., Ste. A-1, Vancouver, WA 98661. 1-800-356-1179.

OPEN SESAME

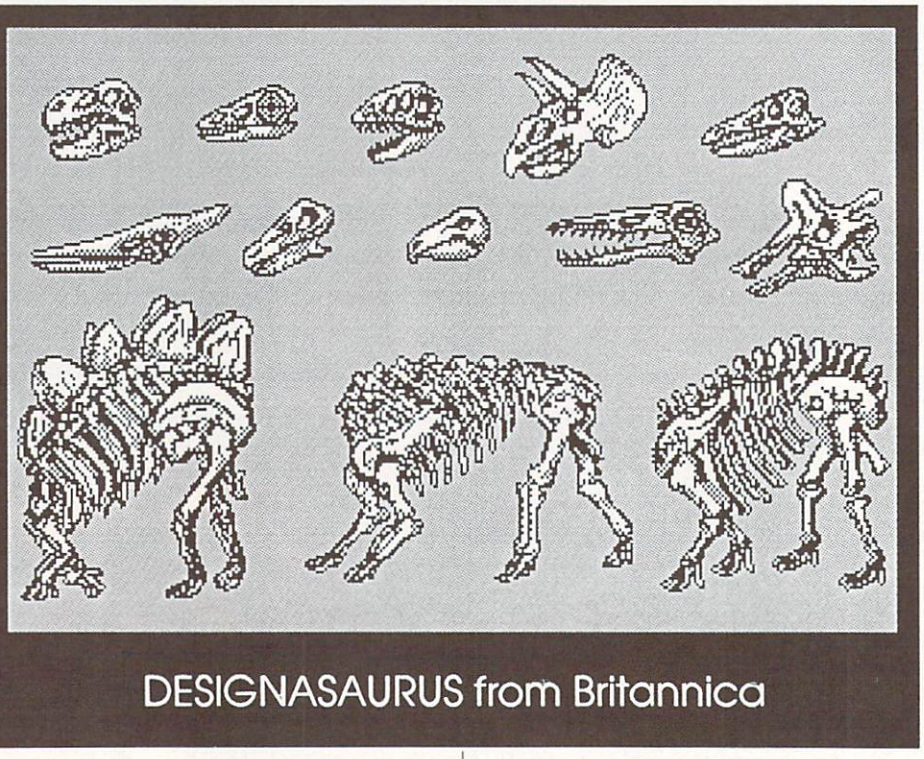
If your kids like Sesame Street, you might want to check out *Polarware*'s **Sesame Street Crayon** series of computer coloring book packages. Designed in conjunction with the Children's Television Workshop, the three available titles (**Letters for You**, **Numbers Count**, and **Opposites Attract**) feature the Sesame Street characters and retail for $14.95 each. 1055 Paramount Pkwy., Suite A, Batavia, IL 60510. 312-232-1984.

FUMBLEFINGER HELP

Less than proficient keyboardists may find some help in *Broderbund*'s **Type!** It features diagnostics, graphs, exercises, and an arcade-type game all contrived to sharpen your typing skills. Cost is $19.95. A School Edition is also available at $29.95, which includes a teacher's guide and backup disk. Lab packs, which contain teacher's guide, user's guide, and five copies of the program, are $59.95. 17 Paul Dr., San Rafael, CA 94903-2101. 415-492-3200.

TOPOLOGICAL

A must for cartographers, **Digital Landscape** will give you a 3-D topographic display of any area of the contiguous U.S. Bare-bones, the program will let you enter data from a topographic map, or load data from one of the optional Elevation Disks and then show you a rendering of the chosen area. The display can be rotated and tilted in one-degree increments. Scaling and cross-sections are also supported. Available in 5 1/4" and 1581 formats, the program disk is $46.95, and the elevation disks are available in five sets for $29.95 each, or $99.95 for all five. *Digiscape Software*, PO Box 113058, Carrollton, TX 75011-3058. 214-241-9891.



DESIGNASAURUS from Britannica

C.A.D.S. SUPPORT

If you are a user of Commodore's own Assembler Development System (C.A.D.S.), *Xytec* has a package that can save you lots of labor. Their **Macro Set I** includes over 100 assembler macros and subroutines covering such areas as I/O, debugging, large number arithmetic, 8-bit registers, etc. Phone support is also available. $35 from Xytec, 1924 Divisadero, San Francisco, CA 94115. 415-563-0660.

DOING WINDOWS

We were handed a copy of **Windows on BASIC 7** for the C128 while we were at AmiExpo in Chicago. It comes from *Northern Blue Marketing* and the package consists of 25 new window management commands that operate on the 80-column screen. 501 Alden Rd., Box 3031, Markham, ON L3R 6G4 Canada.

VADER-WARE?

YodaHead Software (easily the strangest company name we've seen in a kzin's age), sent us version 1.1 of their **Dragonfire BBS 128**. It operates in 80-column mode, requires little sysop attention, and purports to be easy to get up and running. It supports ICT hard drives and is 1581 and IEEE compatible. Commodore graphics are also supported. The BBS retails for $75, dongle protected, updates free. YodaHead (we had to say that name again) also offers a role-playing adventure game module for Dragonfire, called **The Rings of Chaos**

continued on page 24 . . .

WINNER!

Best Educational Program

With Designasaurus from Britannica Software your child will see dinosaurs come alive with sights and sounds* that will astound you. Designasaurus recently won BEST EDUCATIONAL PROGRAM and BEST PRESCHOOL or PRIMARY PROGRAM categories of the SPA's Excellence in Software Awards.

Designed to never become extinct, Designasaurus for the Apple //GS has three *dino*-mite activities.

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*Apple //GS and Amiga versions only

NEW PRODUCTS

. . . continued from page 22

($25). It features 55 rooms and supports up to 25 players, who compete against each other, per game. PO Box 177, Marlton, NJ 08053. 609-596-1772.

NEW CP/M!

Herne Data Systems, in cooperation with *Brown Boxes*, have come up with a device driver that will let you use the Quick Brown Box as a non-volatile RAM disk with C128 CP/M. It's transparent to CP/M applications. If you have the 64K version of QBB, the whole 64K can be used as a drive, or it can be partitioned into two 32K areas. Since QBB is battery-backed, the contents are not lost when the computer is turned off. **QDisk** retails for a mere $9.95 US, $10.95 Canadian. PO Box 714, Station C, Toronto, ON M6J 3S1 Canada. 416-535-9335.

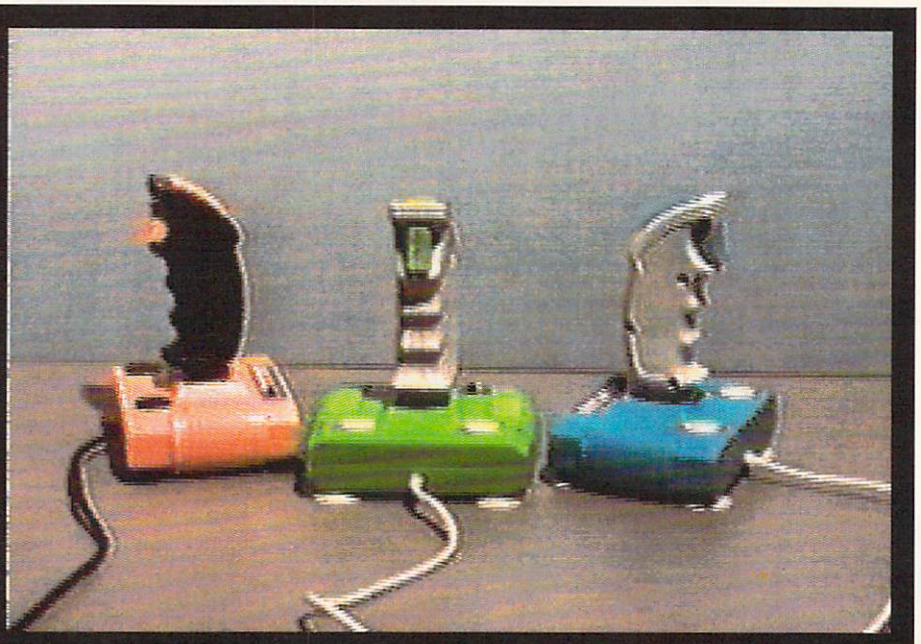
8-BIT HARDWARE

SPEEDING BYTES

Schnedler Systems has come out with **Turbo Master CPU**, an accelerator cartridge for your C64. It will boost clock speed to 4.09MHz, letting you actually run your software four times faster than normal. Turbo disk routines are also supplied in the cartridge, which has a 65C02 processor, 64K RAM, and 32K EPROM. It works with GEOS as well. Price is $179. 25 Eastwood Rd., Asheville, NC 28813. 704-274-4646.

8 ARMS TO HOLD YOU

Ever wanted to connect more than two joysticks to your C64 at the same time? **The Squid** (we love the name) will do just that. It connects to the user port, and provides connections for up to 8 joysticks. There isn't any software support yet, but the possibilities are endless - imagine team sports with individual player control. Contact *JBL Enterprises* for more details. $49.95. PO Box 251, Jefferson, WI 53549.



Beeshu's Hot Stuff Joysticks

IN A JIFFY

JiffyDOS/128 speeds up about any 128 disk drive you can name, including the 1541, 1571, 1581, FSD, or MSD. It will also handle multiple drives, provided each has the JiffyDOS replacement ROM. The docs offer a guarantee of compatibility with commercial software, and tt also claims to speed up GEOS 128. It requires opening both your C128 and disk drive (which will void your warranty) to replace the ROMs. $59.95 from *Creative Micro Designs*, 219 Moody St., Ludlow, MA 01056. 413-589-7624.

GENERIC

JOYOUSLY

Mindscape has come up with a hi-tech-looking new joystick. The **Powerplayers Joystick** features a pistol grip and retails for $29.95. 3444 Dundee Rd., Northbrook, IL 60062.

JOYOUSLY, IN COLOR

Need a little color in your life? Want a joystick to match your decor? *Beeshu, Inc.* has just the thing for you. They sent us four of their **Hot Stuff** color joysticks, one each in blue, hot pink, green, and yellow. They have suction cup feet and pistol grips. $11.99 each. 101 Wilton Ave., Middlesex, NJ 08846. 201-968-6868.

JET FLIGHT

Tektronix sent us a loaner **4696 Color Inkjet Printer**. We haven't had a chance yet to put it through its paces, but the specs tell us that it has a resolution of 120X120 dots per inch, prints 35 CPS, handles transparencies, and retails for $1795. PO Box 1700, Beaverton, OR 97075. 800-452-1512.

continued on page 26 . . .

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NEW PRODUCTS COMING SOON

. . . continued from page 24

Even with 100 game reviews in this issue, we've still only scratched the surface! The following lists contain the names of over 300 more games recently announced for the C64 and Amiga. Some have just appeared on the stands in the last few weeks, and some are coming in the next couple of months. The majority are scheduled to be on sale by Christmas. We've only listed games that haven't already been reviewed or previewed in this or previous issues of INFO.

(For trivia buffs only: We count only four more announcements for the Amiga than for the C64. We'd call that a dead heat!)

C64

Absolute Entertainment: *Crossbow, X-15 Alpha Mission, F-18 Hornet, Space*
Access: *Heavy Metal*
Accolade: *Jack Nicklaus/18 Holes of Golf, Jet Boys, Fast Break, Serve & Volley, Rack 'Em, T.K.O., 4th & Inches Construction, Steel Thunder*
Activision: *Pete Rose Pennant Fever, Predator, Main Event*
Arcadia: *AAARGH!, Roadwars, Quarterback, Double Dragon*
Artworx: *Daily Double Horse Racing*
Avalon Hill: *Combots, M1*
Broderbund: *Magnetron, Star Wars, Downhill Challenge*
California Dreams: *Mancala, TrinanGO*
Capcom: *Bionic Commando, Black Tiger, Sarge, Street Fighter, Tiger Road, Trojan, 1943*
Cinemaware: *Lords of the Rising Sun, TV Sports Football, Sinbad, Rocket Ranger, S.D.I., King of Chicago*
Cosmi: *NAVCOM 6*
Data East: *Platoon, Lock On, Guerilla Wars, Robocop, Super Hang-On, Victory Road, Vigilante*
Datasoft/EA: *Dark Lord, Android Decision, Annals of Rome, Fire Zone, Napoleon in Russia, Global Commander, Rubicon Alliance, BattleDroidz, Sorceror Land, Tobruk, Old Scores, Swords & Sorcery*
DigiTek: *Western Games, Cyber Complex*
EA: *Deathlord, Starflight, Skyfox II, Jordan vs. Bird, Caveman Ugh-lympics, Modem Wars, The Mars Saga, Dan Bunten's Sport of War, Risk (Virgin)*
Epyx: *Sports-A-Roni, Final Assault, The Games/Summer Edition, Sporting News Baseball, Dive Bomber, Battleship, Legend of Blacksilver, Street Sports Football, Technocop, Trials of Honor, Sub Battle Simulator*
First Row: *Twilight Zone, Prime Time, Star Empire, Moses, ZAP/The Codefinder, Blue Smoke Grey Powder, High Seas, Stellus*
Infocom: *BattleTech, Zorkquest I, Zorkquest II, Lane Mastodon, Gamma Force*
Interstel/EA: *Balakon Raider, Star Fleet II, Stinger*
Konami: *Ajax, Metal Gear, Life Force, Teenage Mutant Ninja Turtles, Castlevania, Boot Camp, Contra, Rush 'N Attack, Super Basketball, Jackal*
Mastertronic: *Megaplay Vol. 1, John Elway's Quarterback, War in Middle Earth*
MBI: *Fantasy Sports Football, Fantasy Sports Basketball, Fantasy Sports Hockey, Fantasy Sports Baseball*
Microillusions: *The Flintstones, The Jetsons, Scooby-Doo, Johnny Quest, Ebonstar, Faery Tale Adventure, Fire Power, Galactic Invasion, Land of Legends*
Mindscape: *Captain Blood, Aussie Joker Poker, 720, Harrier Combat Simulator, Out Run*
Origin/EA: *Ultima V*
PAR: *Wizard Wars*
Paragon: *Twilight's Ransom*
Rainbird: *Black Lamp, Enlightenment, Carrier Command, Universal Military Simulator*
Scorpion: *Alien Destruction Set, Mandroid, Super Tanks, Terror*
Signal Computer Consultants: *Northeast Corridor*
Simon & Schuster: *Jeffrey Archer-Not a Penny More...*
Software Toolworks: *Life & Death*
Spectrum Holobyte: *Dondra: A New Beginning*
SSI: *Heroes of the Lance, Roadwar Europa, Battles of Napoleon. Dungeon Master's Assistant*
Strategic Studies Group/EA: *Battles/Civil War Vol. II, Reach for the Stars*
Taito: *Sky Shark, Operation Wolf, Gladiator, QIX*
Three-Sixty: *Warlock, Beyond Dark Castle*

AMIGA

Access: *Heavy Metal, 10th Frame*
Accolade: *Jack Nicklaus/18 Holes of Golf, 4th & Inches Construction, Apollo 18, Pinball Wizard, Power at Sea, The Train*
ANCO: *Mike the Magic Dragon*
Arcadia: *AAARGH!, Awesome Arcade Action Pack, Rockford, Roadwars, Double Dragon, Pub Games*
Artworx: *Strip Poker II*
Baudville: *Dream Zone*
Bethesda Softworks: *Meiosis, Power Play , Gridiron*
Broderbund: *Star Wars, Downhill Challenge*
California Dreams: *Club Backgammon, Vegas Gambler, Vegas Craps*
Capcom: *1943, Bionic Commando, Street Fighter*
Cinemaware: *TV Sports Football*
Constellation: *Spaceport, City Defense, Way of the Little Dragon*
Datasoft/EA: *Cosmic Relief, Global Commander, BattleDroidz*
Demonware: *Andromeda Mission*
Digital Dreams: *Space Battle*
Digitek: *Joe Blade, Powerstyx, Western Games, Cyber Complex, Extensor, Final Mission, Spinworld, Sky Blaster*
Discovery: *Hybris*
EA: *Earl Weaver Baseball Commissioner, Starflight, Skyfox II, Zany Golf, Monopoly, Risk*
Epyx: *4 X 4 Off Road Racing, California Games, Impossible Mission 2, Tower Toppler, Battleship, Technocop, Trials of Honor, Sub Battle Simulator, Street Sports Basketball*
First Row: *Twilight Zone, Honeymooners, Prime Time*
FTL: *Dungeon Master*
Incognito: *Dr. Morbid, Of the Flesh, Warlock, California Highway*
Icom Simulations: *Deja Vu II*
Infocom: *Zork Zero, Shogun, Journey*
Interstel/EA: *Empire, First Expedition, Gone Fish'n, Solarsim, Star Fleet II*
Intracorp: *Murder on the Atlantic*
Konami: *Ajax, Life Force, Teenage Mutant Ninja Turtles, Castlevania, Jackal, Boot Camp, Contra, Rush'N Attack*
Mastertronic: *War in Middle Earth*
Microdeal: *Airball, GoldRunner II, Insanity Fight, Karate Kid II, Soccer, Time Bandit*
Microillusions: *The Flintstones, The Jetsons, Scooby-Doo, Johnny Quest, Land of Legends, Turbo, Planetarium*
Microprose: *Gunship, Silent Service*
Mindscape: *Captain Blood, Balance of Power 1990 Edition, Aussie Joker Poker, Gauntlet, Harrier Combat Simulator, Persecutors*
Mindware: *Charon 5*
Origin/EA: *Moebius*
PAR: *Wizard Wars, Guardians of Infinity*
Paragon: *Traveller*
Psygnosis: *Chrono-Quest, Aquaventure, Menace*
Rainbird: *Corruption, Space Cutter, Jinxter, Virus*
Readysoft: *Bomb Busters, Ganymed, Cosmic Bouncer!, Rock Challenge, Scary Mutant Space Aliens from Mars*
Scorpion: *Phantasm, Attack on London, Black Shadow, Foundations Waste, I Ludicrous*
Sierra: *Police Quest II, King's Quest IV, Manhunter/New York, Gold Rush, Space Quest III*
Software Toolworks: *Life & Death*
Spectrum Holobyte: *Dondra/A New Beginning, GATO, Orbiter, Bermuda Project*
Starvision: *Mega Pinball, Twin Ranger, Snowberry, Starfighter One*
SSI: *Questron II, Gettysburg, Shiloh*
Strategic Studies Group: *Reach for the Stars*
Taito: *Sky Shark, Operation Wolf, Gladiator, QIX, Bubble Bobble, Rastan, Renegade*
Terrific: *Pioneer Plague*
Three-Sixty: *Warlock, Beyond Dark Castle, Harpoon*
Titus: *Off Shore Warrior, Fire & Forget*

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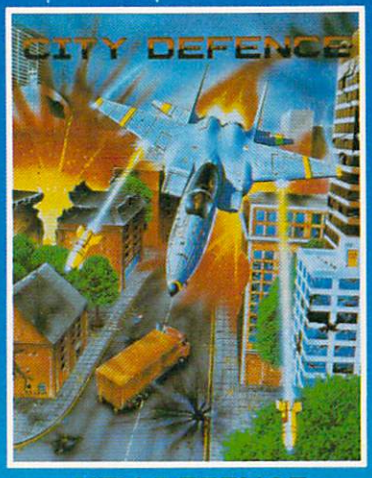
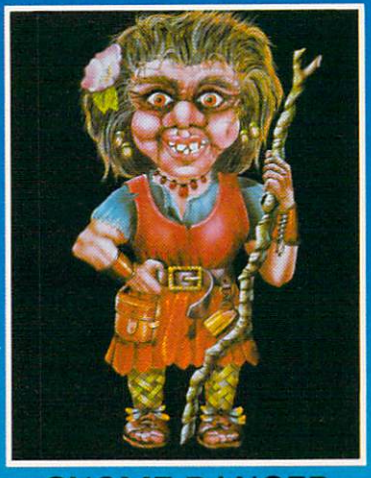
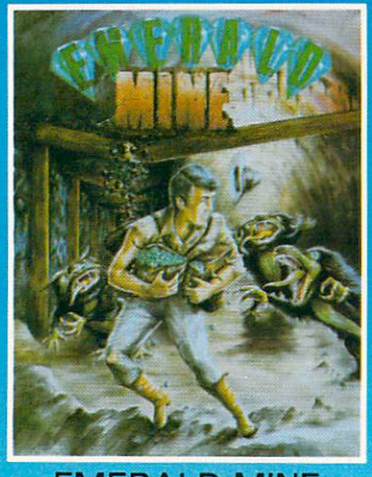


CITY DEFENCE



GNOME RANGER

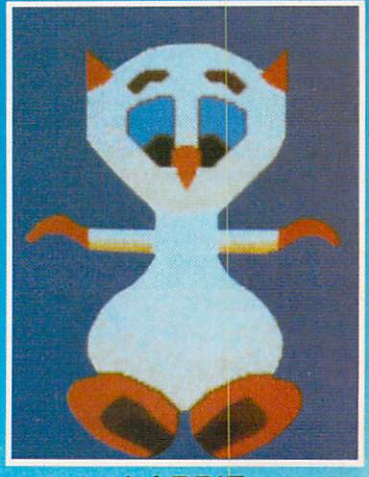
MISSION ELEVATOR



EMERALD MINE

CRYSTAL HAMMER

WAY OF LITTLE DRAGON



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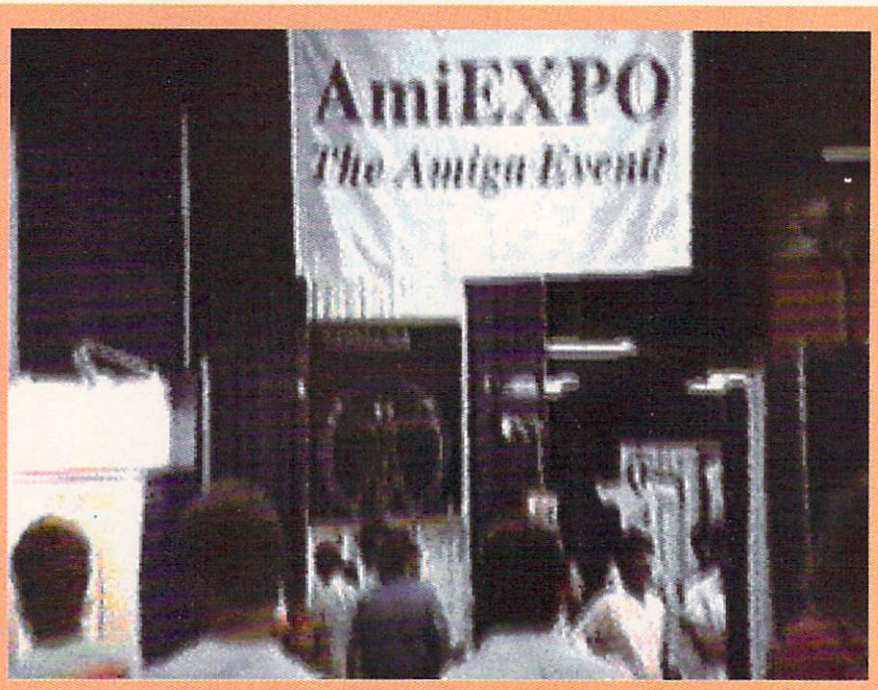
NEWS & VIEWS

AMIEXPO MIDWEST

Chicago is just a sleepy old cowtown for most of the year, but the air itself seemed charged with excitement when AmiExpo came to town!

Well, actually, AmiExpo was a pretty small event for the Windy City, but you'd never guess that from the looks on the faces of the Amiga fans who dropped $20 - $30 a head to gawk at the latest and greatest new stuff for their favorite computer. And thousands of them had made room on their social calendars to spend the entire fourth weekend in July wallowing shamelessly in the common experience of Amiga ownership.



Throngs of Amigaphiles at AMIEXPO

FUN STUFF

AmiExpo Midwest occupied various suites, ballrooms, conference rooms, and exhibit halls of Chicago's Hyatt Regency Hotel for three days. The Hyatt's regular clientele, mostly yuppies with sweaters tied around their necks, carefully avoided contact with the collection of computer geeks who had temporary taken over the glass and chrome halls of the Hyatt, normally one of the city's finest hotels. Centrally located in downtown Chicago, the Hyatt provided the ideal platform for seeking out all-night movies and Chinese restaurants.

Besides the show, AmiExpo provided a full slate of talks and seminars at $5 a crack. The majority of the sessions concentrated on graphics, video, animation, and desktop publishing. One highlight was **RJ Mical's** entertaining and nostalgic rendition of how the Amiga was really created, including an impromptu "Dancing Fools" number by **RJ** and **Dale Luck**. He says this is the last time he'll give this talk. (If so, it and all the other sessions are available on audio and video tape. Call 800-338-2111 for audio, 219-464-7215 for video.)

The AmiExpo Theatre featured a continuing show of Amiga animations and a still art slideshow. Some of it was weird, some of it was great, but it was all very entertaining. The show organizers are continually looking for new material for future Theatre presentations - aspiring artists can contact them at 800-32-AMIGA.

On Saturday evening, Amiga World hosted a Third Birthday Party for the Amiga. **Jay Miner** cut cake, we all sang "Happy Birthday"... there wasn't a dry eye in the house. Balloons and cake were free to all, but the bars were cash only, even to the press.

Gold Disk invited us up to a nice hospitality suite showing of **MovieSetter**, their new animation package. It's always hard to tell from demos given by the programmer, but it looked slick and easy to use. **Chris Zamara** and **Nick Sullivan** of the ***Transactor*** also wowed the crowd with a quick (and I mean *quick*!) demo of ***Transcript,*** a fast, 100% machine-language text editor with a really sharp preview mode.

ON THE FLOOR

There were about 70 developer/exhibitors on the show floor, each with the "latest thing" for the Amiga. Sorting the wheat from the chaff proved not to be difficult at all, because there was so little chaff! This machine is inspiring some very good products. Many vendors were, of course, displaying products that we've already seen; we won't say much about those in this short

continued on page 30 . . .

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PIONEER PLAGUE™

by Bill Williams

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NEWS & VIEWS

. . . continued from page 28

space. Instead, we'll concentrate on the new stuff.

Video pros have discovered the Amiga. For example, ***Magni Systems*** [800-237-5964] is considered to be one of the keystone companies of the U.S. video industry; they produce much of the high-end test equipment used by the rest of the industry to make sure their broadcast equipment is up to snuff. Needless to say, when they make a genlock/fader for the Amiga 2000, you can bet it's going to be good. And the **Series 4000** unit they were displaying at AmiExpo is rock solid. I've never seen Amiga video look so clean. The **Neriki Image Master** pro genlock from *Compu-Art* [514-483-2080] is no slouch, either. This Australian import is a clean looking rack-mount job, with space to add an optional chroma keyer and video effects generator. *RGB Computer & Video Creations'* [407-622-0138] **Super-VHS Video Workstation** lets you perform network-quality professional video editing with an Amiga and just a few thousand dollars worth of video equipment.

Graphics artists and desktop publishers had their choice of several new professional graphics products. The most exciting is *ASDG*'s new **SpectraScan** color scanning system. The system incorporates ASDG's powerful and easy-to-use software and *Sharp*'s **JX-450** color scanner, which can scan images in 256 shades of grey or 16 million colors! *R&DL* [718-392-4090] was showing **AProDraw**, a Summagraphics graphics tablet with Amiga driver. They had produced some excellent cartoons using this product. *Gold Disk* [416-828-0913] was giving regular demos of **Professional Draw**, their new structured drawing program. Like *Adobe Illustrator* on the Mac, it allows you to draw scalable graphics that can be smoothly PostScript-reproduced without "jaggies". **InterFont** from *Syndesis* [617-657-5585] lets you work with 3D fonts in your favorite 3D modeling program. A promised module will allow scaling and conversion of fonts to and from standard Amigafont format. *Eyebytes* [509-962-6570] was offering software for cable TV channels that was a cut above the standard "scrolling text" fare. **Pageflipper Plus F/X** from *Mindware International* [705-737-5998] is a new incarnation of their interactive animation program with many new features.

R.J. Mical, Leo Schwab, and Reichart von Wolfsheild

Artificial Intelligence has finally come to the Amiga with **Magellan** from *Emerald Intelligence* [313-663-8757]. This AI development system, written from the ground up for the Amiga, will be available in two versions - one for home experimenters, and one for developing professional expert systems.

On the hardware front, *MAST* 602-483-6359] was specializing in real tiny stuff like the **Tiny Tiger** hard drive, which is smaller than most floppies. Likewise, their **Twindrive** stacks two 3.5" floppy units in a box smaller than Commodore's single external drive. One of the most exciting new products introduced at the show was *CMI*'s [503-684-9300] new **Processor Accelerator**. This little hummer replaces your 68000 cpu chip with one that runs at twice the speed - only $200. There's also room for a math co-processor. *Comp-U-Save* [516-997-6707] was featuring the A2000-buss expansion box for the A1000 from *Bill's Boards*.

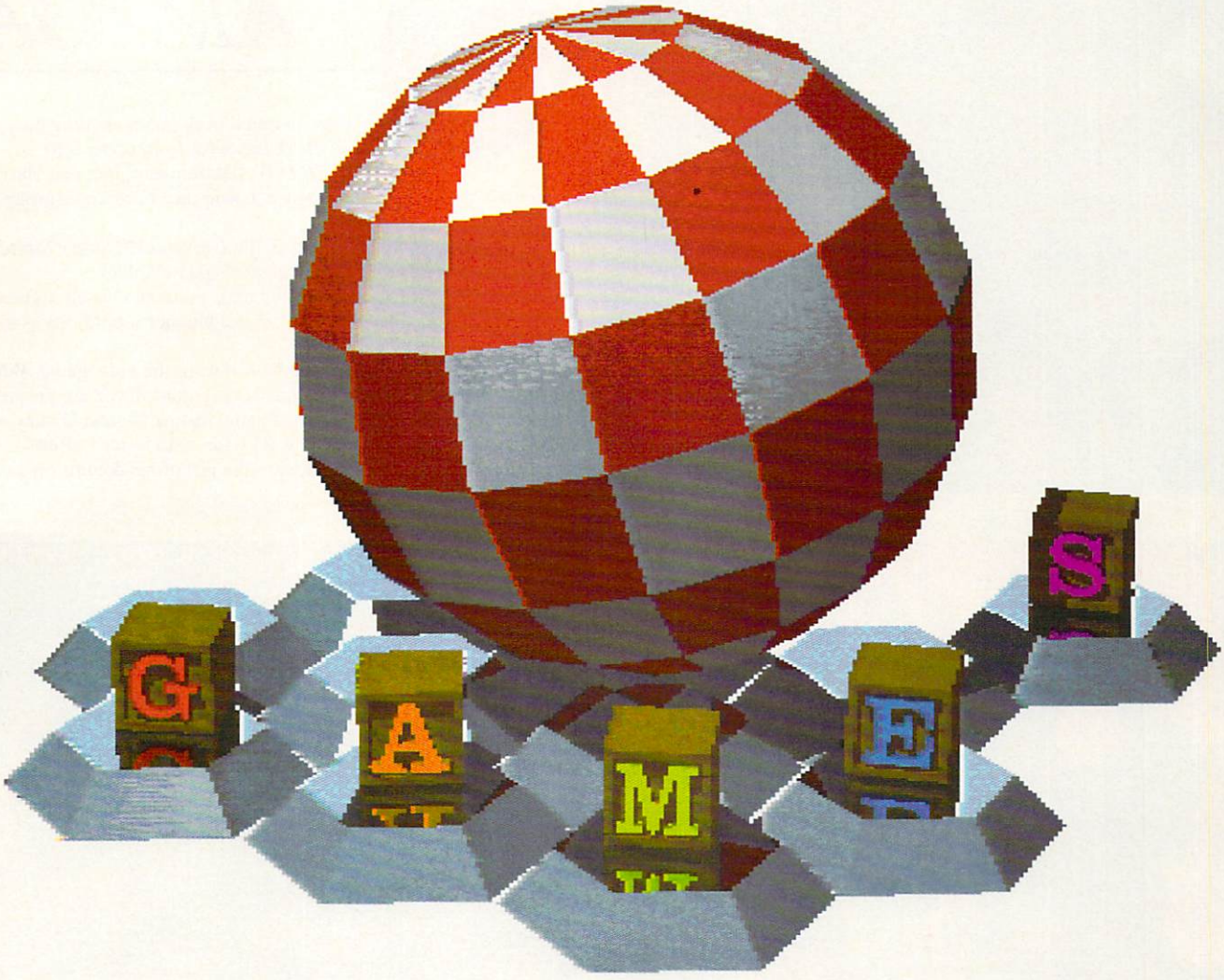
We've been trying hard to set up workable Bernoulli Box storage at INFO for months. At AmiExpo we talked to Meyer Toole at the *Comspec* booth [416-785-3553], and he saw to it that we got efficiently Bernoulli-ized shortly after AmiExpo. Comspec's SCSI interface and driver software have

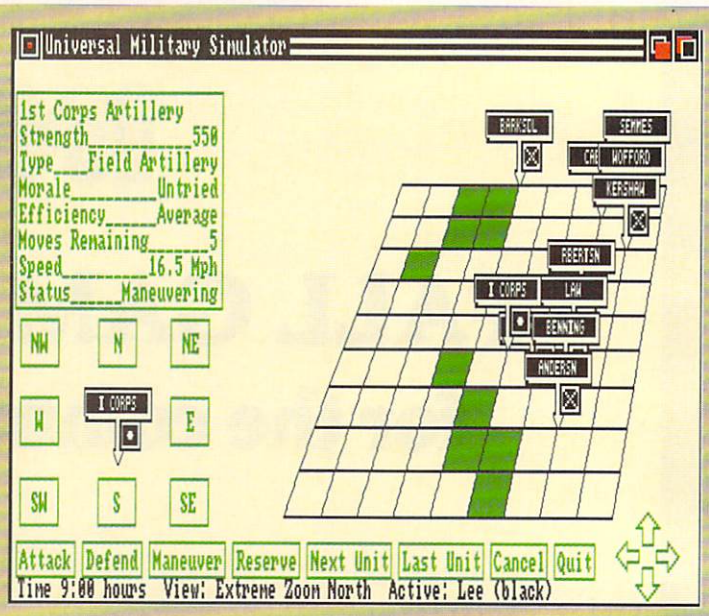
continued on page 81 . . .

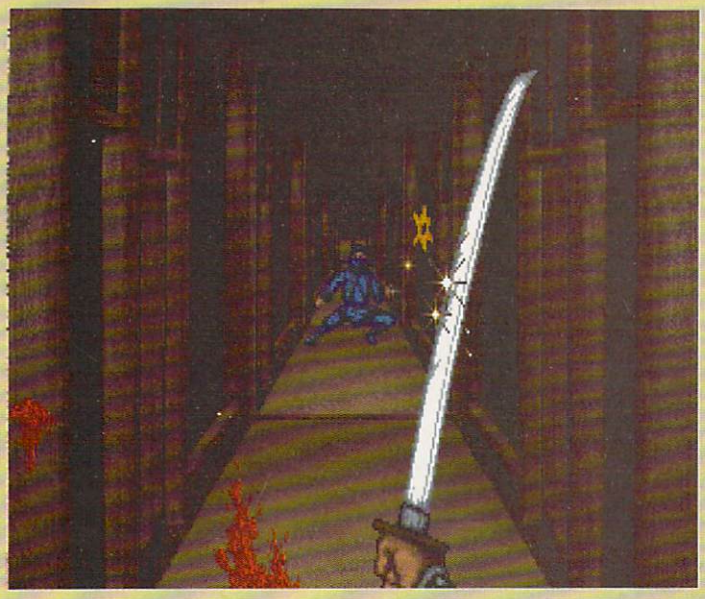
INFO

FALL GAME ROUNDUP

for the commodore AMIGA







AMIGA

Here's a quick peek at ten exciting new Amiga games. (Clockwise from upper left)

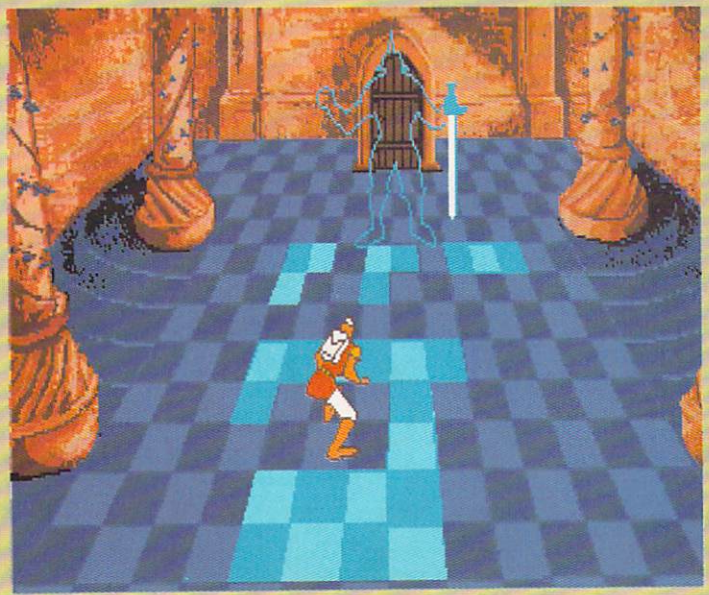
P.O.W. [Actionware] lets you blast the enemy with a lightgun or mouse as you race to rescue a group of P.O.W.s.

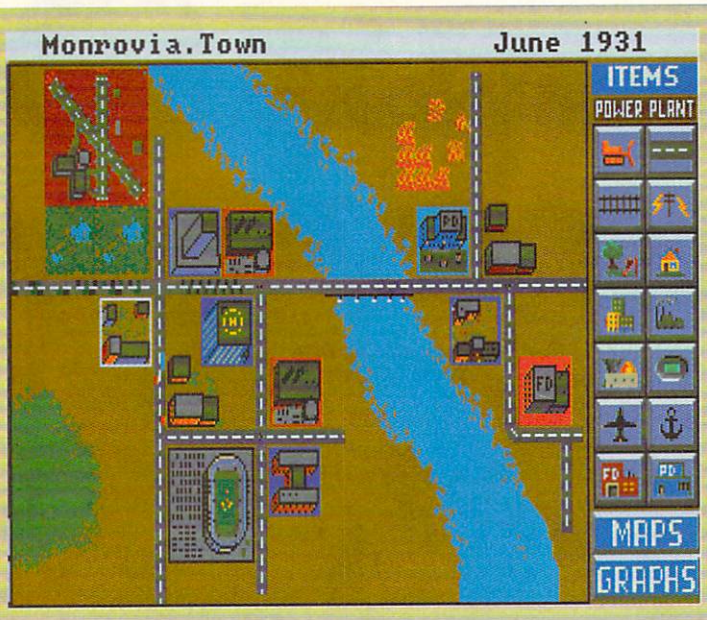
A port from the Macintosh, the ***Universal Military Simulator*** [RainBird] is the ultimate wargamer's gamebuilder.

Micropolis [Maxis] lets you plan a city and watch it grow before your eyes. You'll have to be a careful planner if your city is to prosper.

If you've seen the movie, you'll want the videogame. ***Who Framed Roger Rabbit?*** [Buena Vista] melds three unique arcade sequences into a fully-animated game featuring great Disney art.

Set sail for shiploads of wacky fun with Larry Laffer, middle-aged barfly, as he pursues the girl of his dreams on a cruise





PREVIEWS

ship in ***Leisure Suit Larry 2:*** *Looking For Love In Several Wrong Places* [Sierra On-Line].

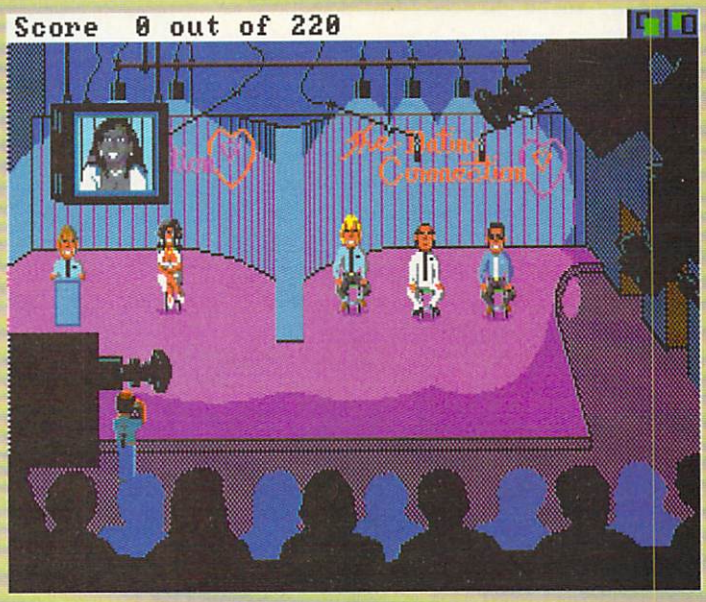
Space Spuds [Haitex] sends potatoes, fruitcakes, and other evil foods comin' at ya in eyeball-popping *X-Spex* 3D.

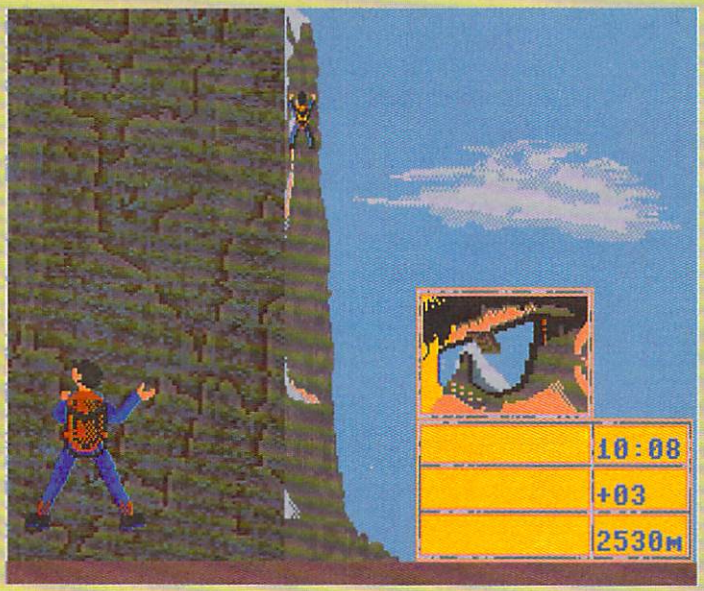
Final Assault [Epyx] takes you up the faces of the toughest Alpine peaks, including the Matterhorn.

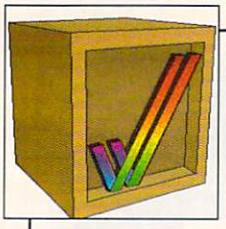
Sword of Sodan [Discovery] is a sword and sorcery epic that features extremely large and detailed animated characters.

Dragon's Lair [ReadySoft] incorporates full cartoon-style animation in a graphic adventure taken right out of the coin-op arcade.

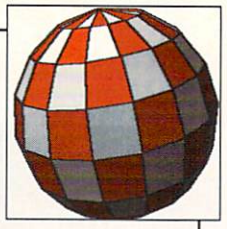
Lords of the Rising Sun [Cinemaware] takes place in feudal Japan and combines graphic adventure with action sequences.







GAMES SPECIAL



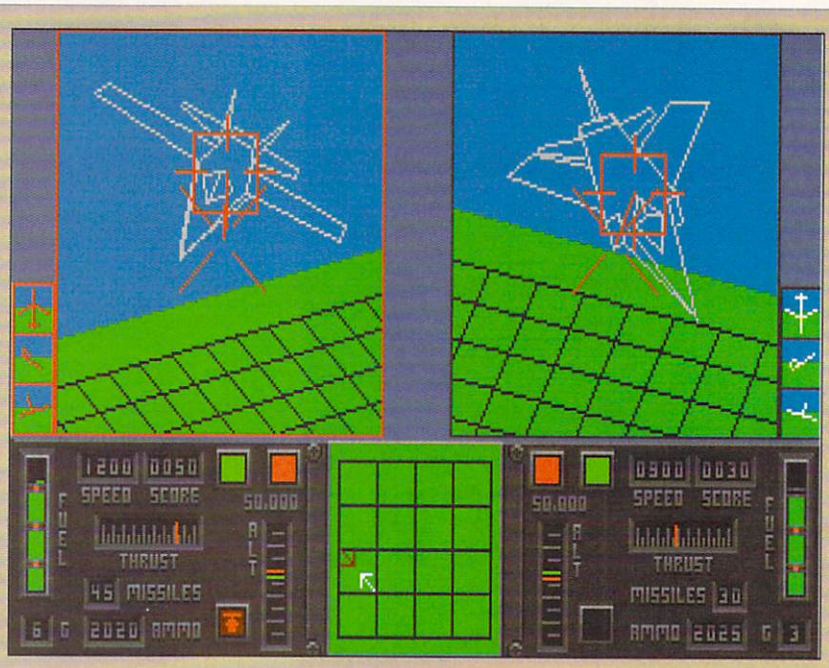
Rapid, realistic two-player action makes this jet combat simulator a winner. The display has two windows, one for each pilot, either or both of which can be human or computer. Flight, including full 360° loops and rolls, is smoothly joystick-controlled. After a few minutes practice, I was able to go after my opponent with considerable confidence. (And, yes, I bloodthirstily shot him to smithereens.) This game is much easier to "fly" than a detailed flight simulator, which makes it a good choice for beginners or casual gamers.

There are a lot of setup options, and it's possible to configure the game to about any skill level using menu choices. The selection of planes ranges from the American FA-18 to Russian MiGs to an incongruous but wonderfully novel paper airplane! The music (Bach, oddly enough) and sound are also well done.

It's obvious that a lot of thought and careful planning have gone into *Sky Chase*, and the head-to-head combat brought out a competitiveness I didn't know I had. The planes are done in wireframe, and the grid is merely lines, but the action is so good that it works nicely.

Eat hot missiles, vaportrail breath!

- Tom Malcom



SKY CHASE

★★★★

Maxis
57 Post Street #811
San Francisco, CA 94104
415-376-6434

FLIGHT PATH 737

★★

ANCO
522 Main Street
Burgettstown, PA 15021
412-947-3922

This is a rather simple flight simulator. *Flight Path 737* is heavily copy protected, and its manual even suggests you "disconnect any extra disc drives" before loading the game. Not only don't I like a game manufacturer telling me to modify my hardware setup to play his game, but in this case I'd suggest you just don't bother. There are much better flight simulators out than this one (*F/18 Interceptor* and *Jet*, to name two) and better arcade flying games too (*Starglider I* and *II*).

Flight Path 737's graphics smack of "ported from another machine." Your out-the-window viewscreen is small compared to the dashboard full of gauges which occupies the lower two-thirds of the screen, and there's not a whole lot to do here: take off, fly around, land. That's about it. This is an inexpensive game and I tired of it quickly. Save up your money if you want a flying game, and go for one that's more sophisticated than *Flight Path 737*. The Amiga deserves better than this.

- Harv Laser

GAMES SPECIAL

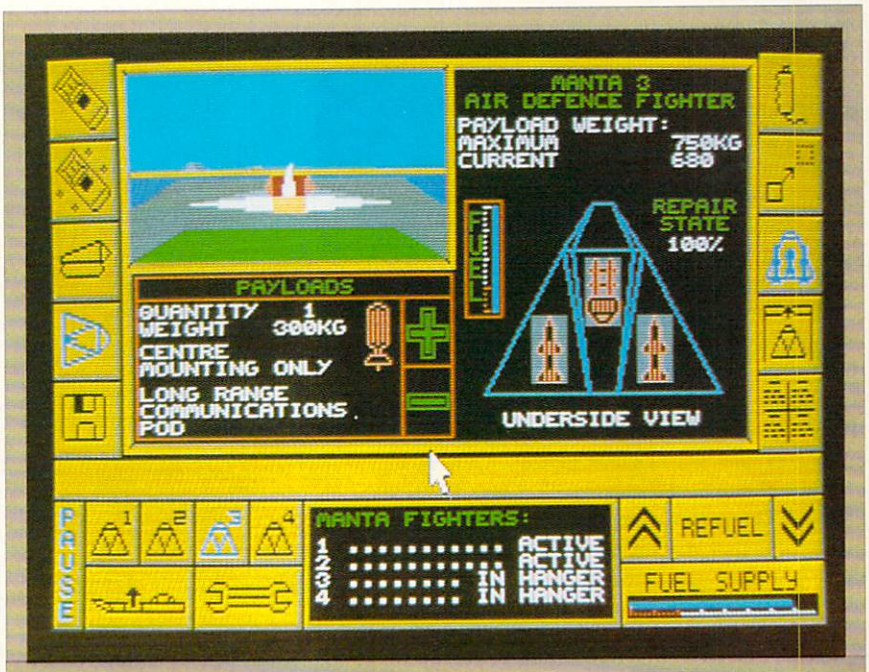
Rainbird is consistently producing some of the best games for the Amiga, and *Carrier Command* is one of the best of the best.

You can boot up *Carrier Command* and steer around blasting things, but that would be a great waste of resources. This is a multi-level strategy game involving the takeover of dozens of islands.

The 3D solid modeled graphics are superb, and your viewing system lets you zoom in and out on everything. Detail is so rich that you can blast a fortification, then zoom in and see it being rebuilt! A myriad of monitor and control screens gives you detailed information and total control over every aspect of weapons systems, navigation, and resource allocation. You can even switch to piloting one of your reconnaissance aircraft or amphibious vehicles (either one of which would have made a perfectly respectable game all by itself). Everything moves smoothly and quickly in response to mouse shoving and clicking, and realistic sound effects add a nice ambiance.

Carrier Command provides enough challenge for your brain cells and treats for your senses to keep you playing for a long, long time.

- Benn Dunnington



CARRIER COMMAND

★★★★★

Rainbird
PO Box 2227
Menlo Park, CA 94026
415-329-7600

STARGLIDER II

★★★★★

Rainbird
PO Box 2227
Menlo Park, CA 94026
415-329-7600

Starglider II is everything I had hoped the original *Starglider* would be and more. The effort that went into writing this game shows in every detail.

Starglider II features over 100 shaded, animated 3D objects, ranging from dramatic blue lightning bolts to a whimsical duck-footed "stomper". The entire game is loaded with graphic detail, from the innovative 3D "holographic" control panel to the variety of colorful planetary surfaces (some with flashing, thundering electrical storms!) There are realistic sound effects associated with almost every object and action in the game.

All of that would almost be enough, but *Starglider II* is also a very playable game. The mouse controls are quick and responsive, with an extremely natural "feel". (Joystick control is an option.) The game scenario is rich, with five planets, ten moons, and an asteroid belt to explore. The well-conceived storyline features allies, villains, neutrals, and interesting high-tech paraphernalia, and the whole thing is tempered with dramatic effects and a touch of humor. When you talk Amiga games, *Starglider II* has got to be mentioned as one of the all-time best.

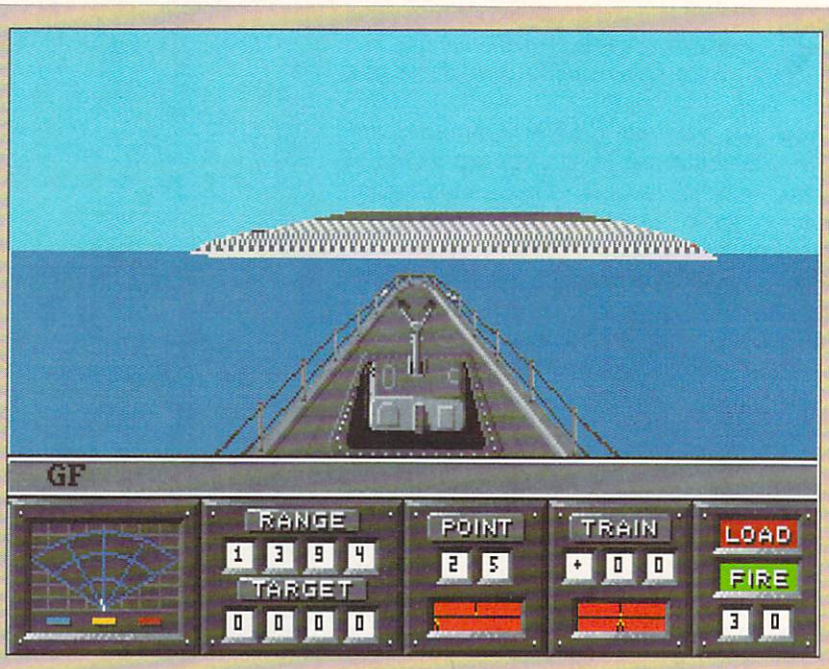
- Benn Dunnington

GAMES SPECIAL

What we have here is a 376 foot destroyer at your command. We're talking World War II, kiddies: no missiles, no space age weapons. You're fighting fearless pilots in Japanese Zeros above, deadly submarines below. Not an easy task, but you've got the firepower, if you can learn to use it all effectively. And learn it all you must, because you control everything... the sonar, the depth charges, the navigation and the big guns.

You commission your ship, select a mission, and start navigating. Unlike aircraft simulators, there's no all-in-one heads up display here. Two-letter commands (RA=RADAR) take you to each station, and there's the rub; despite excellent graphics and clear layout, each change of station causes a disk read that seems to take forever. The action stops while the drive grinds away, and that diminishes the realism. I know those graphics eat up memory, and I find myself wondering what this game would be like on a hard drive... Even on floppies, it's an interesting, challenging game you won't master in a day. The documentation is excellent, too. You'll learn a lot about naval weapons and and their history during your tour of duty.

- Jeff Lowenthal



DESTROYER

★★★★

Epyx
600 Galveston Drive
Redwood City, CA 940633
415-366-0606

GRID START

★★★+

ANCO
PO Box 292
Burgettstown, PA 15021
412-947-3922

While it's not the most sophisticated race car simulation on the market, *Grid Start* is one of the more enjoyable. It bypasses complicated setup procedures and gets right down to what it's designed to do: race.

You can choose one of six race courses, or enter competition and go through all of them. Your Formula 1 car has six gears - any more would make driving too difficult to be as much fun. It does take some practice to get used to changing gears properly, as well as figuring out how and when to use the brakes. When competing against the other (computer-controlled) cars, it seems as though the cars coming up from behind hit you a little too often.

The graphics are adequate and the scenery changes for each race course. The sound effects are good, providing aural clues about your gear selection and speed, and the squealing tires let you know when you're taking curves too fast.

If all you want to do is drive a race car, and you don't want to get all involved in an elaborate simulation, give *Grid Start* a spin or three around the track.

- Tom Malcom

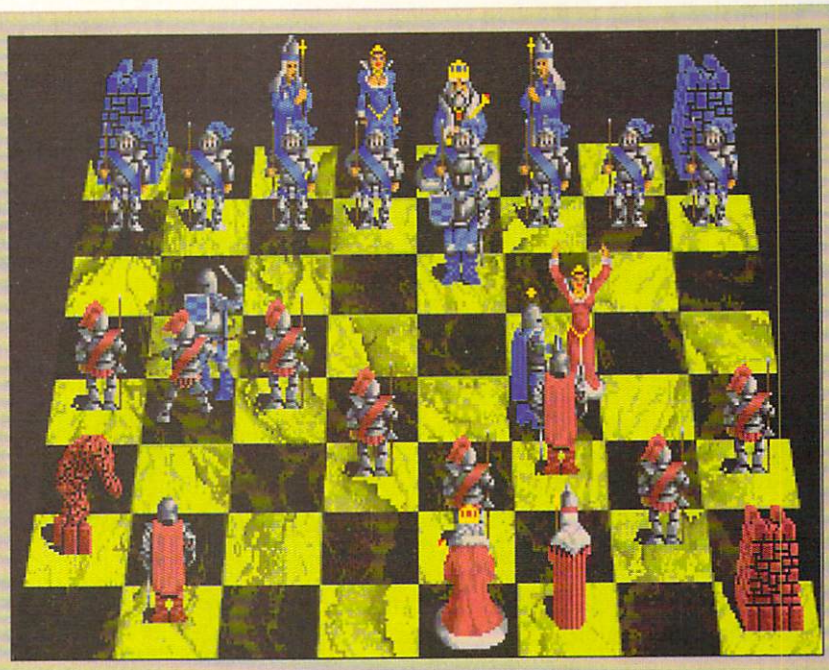
GAMES SPECIAL

Chess will never be the same again. Interplay has taken the classic game and animated it, the first real improvement in a couple of millennia. The effect is in the same vein as the chess game in *Star Wars*, where the pieces do battle with each other.

The beta version we have is truly amazing. When you move a piece, it doesn't just appear in the new position, it walks to the designated square. The queen even sways seductively as she walks, the bishop's toes appear under his robe as he saunters along, and the knight's armor clanks.

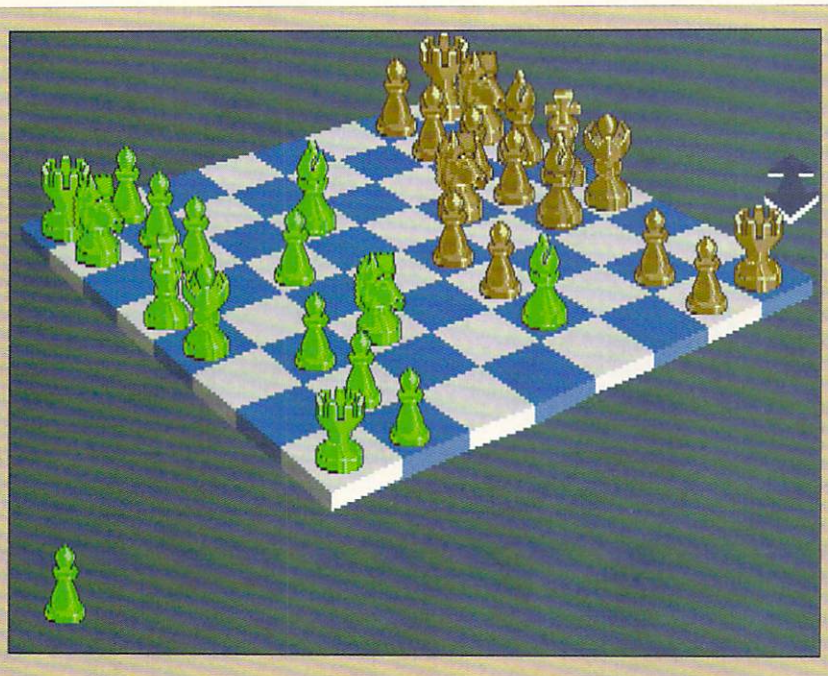
It's in capturing a piece, though, that *Battle Chess* will make your jaw drop and your socks fly. An example or two: when a knight takes a pawn, the knight will hack off the pawn's arms and legs, one at a time, with the pawn reacting to every blow. When the queen take a piece, she raises her arms above her head and claps her hands, conjuring a ball of magic to hurl at her victim. I haven't yet had the opportunity to check out all of the combinations, and I can't wait to. There are surprises and delights at every turn.

- Tom Malcom



BATTLE CHESS
PREVIEW

Interplay
1575 Corporate Drive
Costa Mesa, CA 92626
714-549-2411



THE ART OF CHESS
☆☆☆

ANCO
522 Main Street
Burgettstown, PA 15021
412-947-3922

Though *The Art of Chess* falls short of its package blurb *"The most sophisticated chess simulation ever written"*, it's still pretty good. It has nice graphics, including a 3D view of the board which you can manipulate. You can choose alternate colors for the display, or even design your own chessmen using *Deluxe Paint*.

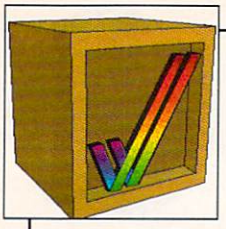
The "*Voice*" option seems a waste since a status line tells you what you need to know, and the Amiga voice is distracting. *"Velvety Silence"* is offered as a menu alternative. *"Time Travel"* lets you move back during play and change moves with hindsight. In saved games you can also move forward, useful when analyzing the 30 Grandmaster games included.

You may play against the computer or a friend, with the program as referee. Total couch potatoes can even have the Amiga play itself.

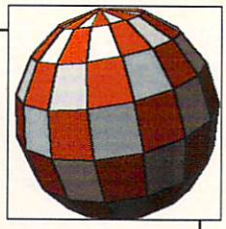
Help is available on several levels. The 16 page docs are a little slim, and address the game only from the point of view of legal moves.

Numerous times the video display was interrupted by interference. Though the problem disappears if you run *NoFastMem* first, this program should be fixed to work with expansion RAM.

- Jeff Lowenthal



GAMES SPECIAL



Surprisingly, this is the first commercial collection of solitaire games to come along for the Amiga. (In fact, there still aren't any good ones for the 8 bit machines.)

Spectrum Holobyte has added enough graphic and play options to *Solitaire Royale* to transform an otherwise simple game into an interesting and addictive desktop oddessy for card players of all ages. There are 8 solitaire games (Reno, Corners, Golf, Pyramid, 3 Shuffles & a Draw, Klondike, Canfield, and Calculation) and three children's games (Concentration, Pairs, and The Wish).

All card handling is done with the mouse, which has a very natural feel. Extras include the option to "drag" cards (as opposed to clicking on source and target locations), player selection of 10 different card backs and five different face styles, and a tournament mode that gives identical shuffles to competing players (which eliminates the luck of the deal from head-to-head competition). The graphics are nicely rendered. But, while there are a few simple card sounds, more could have been done in the way of sound effects.

All in all, *Solitaire Royale* is an excellent collection, expecially for the first of its kind.

- Benn Dunnington

SOLITAIRE ROYALE

★★★★+

Spectrum HoloByte
2061 Challenger Drive
Alameda, CA 94501
415-522-3584

SCRABBLE

★★★★+

Virgin/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

We have all been waiting a long time for this one. Was it worth it? In a word, yes. *Scrabble* has never been easier to play or simpler to manage. All the messy distractions, like figuring scores and trying to keep all those little tiles where they belong, have been taken over by the Amiga, leaving only the pleasure of the game.

This is the Official Version, and supports up to four players, any or all of which can be the computer. (It's fascinating to watch the Amiga playing Scrabble all by itself.) A clock is provided to limit the time spent on a turn, especially useful when playing against the computer. The documentation is slender, but adequate. The on-line dictionary contains 23,000 words, all seven characters or less. That seems a little skimpy considering that the disk is only 73% full. It would have been nice to have the whole *Scrabble* dictionary, or at least as much of it as would fit.

Scrabble on the Amiga is definitely up to snuff. If you're a *Scrabble* player, buy the Amiga version and give your hardcopy game to a friend; you won't be needing it any more.

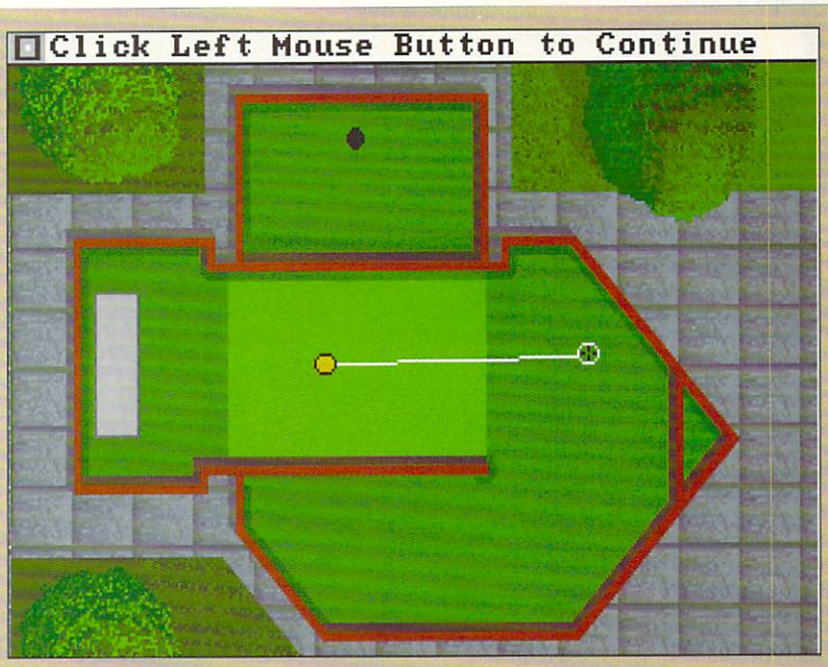
- Tom Malcom

GAMES SPECIAL

An absolute gem of a game, *Hole In One* is, on the surface, a miniature golf simulation. But author Charles Carter has taken that concept and turned it into a work of imagination. There are three courses included, the first of which is an 18-hole tutorial course. The Classic course is about what you would expect when you go to your local Putt Putt.

It's on the Fantasy course, though, that *Hole In One* leaves the ordinary behind. There are holes here that could only exist inside your Amiga. The screens depict scenes such as a futuristic city, an upside down winter scene (complete with upward falling snow), a desert vista, a fairy tale castle, and a pinball machine. Several of the screens are animated with color cycling. The physics of the game are exceptional and the player interface is a joy to use. To make a shot, you stretch a rubberband line along the path you want the ball to take. The distance it's stretched determines the strength of the shot. It's such a simple, logical system, it's hard to believe it hasn't been used before. *Hole in One* will delight all ages.

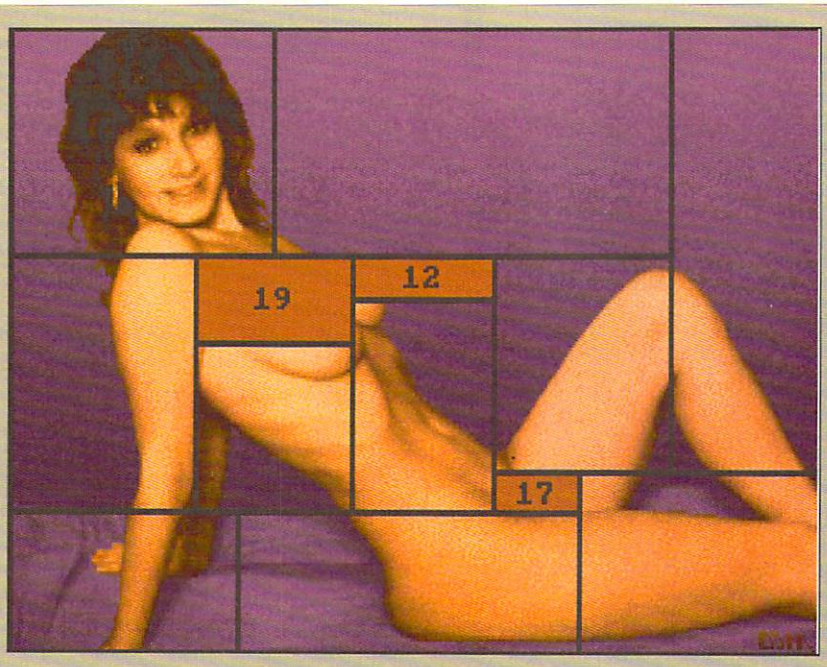
- Tom Malcom



HOLE IN ONE

★★★★

DigiTek
104 W Seneca Ave., Suite 4
Tampa, FL 33612
813-933-8023



CENTERFOLD SQUARES **Artworx**

★★★

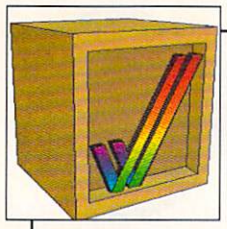
1844 Penfield Road
Penfield, NY 14526
800-828-6573

Centerfold Squares is Strip Poker for people who play boardgames better than they play cards. The object is the same: win and a picture of a digitized nude is slowly revealed, lose and it's covered back up.

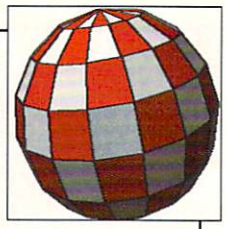
The game involved, *Double-Up*, is the classic boardgame Reversi with added bonus tiles, as well as a "chance" option that adds a random element, just in case you suddenly find yourself losing. The gameboard graphics are adequate but basic; they could have been spiffed up a lot. But the computer opponents are capable, at least if you pick one from the "above average" column. Even the worst human players (and some higher primates) will be able to beat the "below average" opponents.

The dozen or so digitized females (there are no male nudes) are passable, but frankly there are sharper and crisper Amiga digitized nudes in the public domain. Artworx would have been better off to have let someone other than the programmer do the digitizing. Maybe the promised add-on opponent disks will be sharper. Still, if you're a *Reversi* fan with healthy hormones, you'll find *Centerfold Squares* to be a pleasant enough diversion.

- Mark R. Brown



GAMES SPECIAL



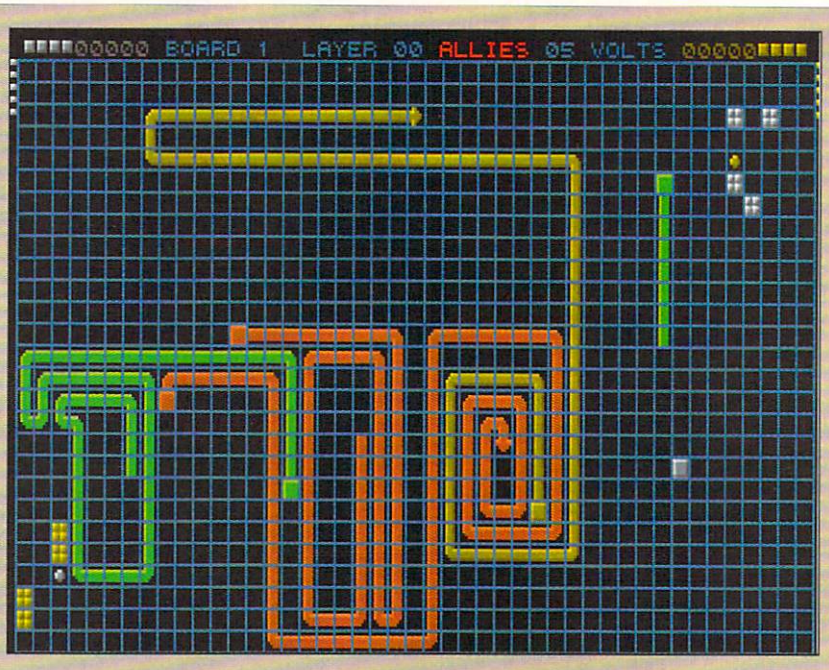
The theme of *Tracers* is familiar: cut off your opponent before he does the same to you. But this game adds enough bells and whistles to make it a classic.

Play *Tracers* solo against the computer, play against a friend, or play two humans vs. computer. You have your choice of joystick or keyboard control, with spacebar pause. Options are mouse or function key selectable.

The graphics are flat, but the colors are fine. The music soundtrack is very listenable, the beat matches gameplay perfectly, and there are several tunes to select from.

The grid has obstacles besides your worm-like opponents, and you must avoid all of them to survive. There are also fuel nodes, which can give you added speed, and nodes for extra lives. A Death Node appears occasionally, and if you hit it you'll destroy all your opponents simultaneously. One of *Tracers'* most challenging features is a "pass-thru" box that travels down your line as you move; if you time it just right, you can cross yourself at that point and rack up extra points. Though I've already thought of some options I'd like to see added to *Tracers*, for the moment it is tops in its class.

- Benn Dunnington



TRACERS

★★★★★

Microlllusions
17408 Chatsworth Street
Granada Hills, CA 91344
800-522-2041

BUBBLE GHOST

★★★★

Accolade
550 S Winchester Boulevard
San Jose, CA 95128
408-296-8400

In this delightful game, you are called upon to exorcise the *Bubble Ghost,* the spirit of a mad inventor who died while beta testing his 'electric bubble blower' in the bathtub. You help the *Bubble Ghost* by guiding a shimmering bubble around nasty 'techno-traps' and assorted pointy things, and through all the twists, turns, and secret passages that can burst your bubble anywhere in his 35 room castle. And how do you move a bubble? Why, you blow on it, of course!

Bubble Ghost can be summed up in a word: Adorable. Or Addictive. Or any other Admirable Adjective of your choice! The graphics and sound effects are tops - I especially like the "bloop!" sound when a bubble pops, and the unintelligible ghostly swearing that follows shortly thereafter! It is quite evident that lots of imagination went into this game. The mouse is used to position *Bubble Ghost*, and pressing the space bar makes him blow. This requires a little practice at first, but practice you can, and on any of the screens.

This game will hold the interest of young and old alike, and anyone can play. Just put your lips together and blow!

- Judith Kilbury-Cobb

GAMES SPECIAL

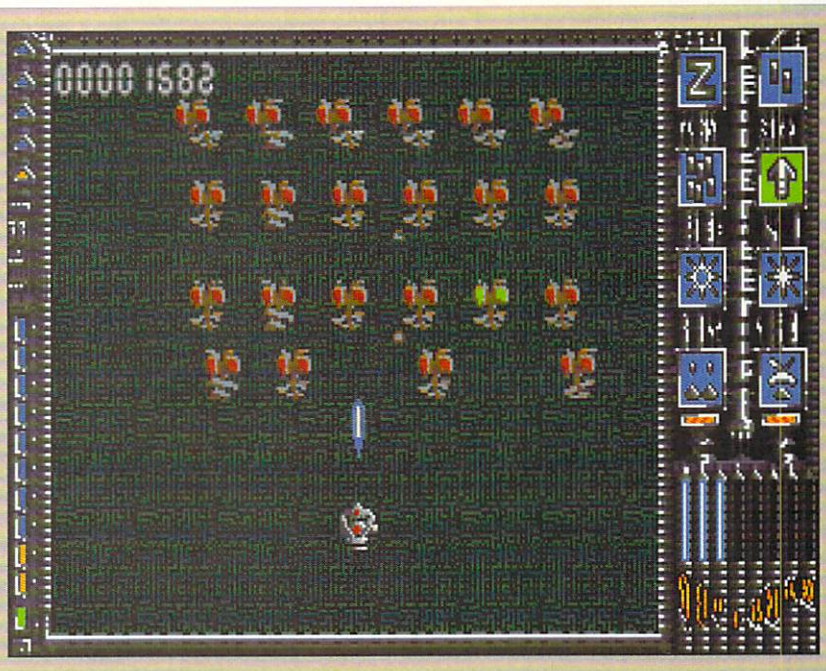
Waves and waves of creepy, slimy aliens, bent on your untimely demise, descend relentlessly upon you in this captivating arcade blastfest. *BDTA* starts with a classic "marching, munching aliens" theme, then adds a bazillion little twists and touches. There are big aliens and little aliens, aliens that march in neat rows and aliens that bounce all over the place, aliens that explode nicely and aliens that segment when they're hit into even nastier little aliens.

Arkanoid-type power capsules give you much-appreciated extra firepower just when you need it most, and the attribute allocation board at the side of the screen adds an element of strategy to what would otherwise be just mindless alien-vaporizing.

Other tasty touches include a co-operative two-player mode, fantastic digitized sound effects, user-selectable input modes, game pause, a gaudy 50's-style science fiction graphic look, and a delightfully snotty "help" screen.

This European import is an outstanding example of what can be done when you take a classic game to its limits. You'll laugh, you'll cry, and best of all, you'll pull this one off the shelf to play over and over again.

- Mark R. Brown



BETTER DEAD THAN ALIEN

★★★★+

Discovery Software
163 Conduit Street
Annapolis MD 21401
301-268-9877

CRAZY CARS

★★★+

Titus
20432 Corisco Street
Chatsworth, CA 91311
818-709-3692

This is a difficult game to play. But driving a Mercedes down a busy highway at 160 MPH is also a difficult thing to do.

The idea is to complete a set course in a certain number of seconds. The time is always too short, and that, I think, is the weakness of this game. It's just plain hard to get into at first, but if you are willing to devote considerable practice to it, you'll like it.

If you can make it through the six different tracks, you graduate to a Porsche 911, and on up to a Ferrari GTO. The hilly tracks are a real innovation in a game of this genre.

The scenery on the courses is fun, like Disneyworld on the Florida track. The intro music is finger-snapping rock, but I think the car sound effects could have been a little better. It also takes a seemingly interminable series of disk accesses to start playing again.

Overall, I like this game, but I wish it were a little easier to play (or at least that I could find more time to practice!)

- Tom Malcom

GAMES SPECIAL

This is yet another case of the Amiga outshining its arcade predecessor, *Spy Hunter*. *Major Motion* on the Amiga has a much better look, and while it doesn't have the foot-operated accelerator, it plays very well with a joystick.

The game itself is a driving simulation viewed from above, in which you are doing combat with the Draconian League, a group of terrorists who have taken over the highways. So much for plot. What it really comes down to is blasting and ramming other vehicles on the highway. And how many of us can honestly say we've never wanted to do that?

The scenery and the road are nicely detailed, and the scrolling is fast and smooth. It's a mad struggle to keep yourself alive, what with cars, motorcycles, helicopters, and planes coming after you. Fortunately, you can pick up additional weapons as you race along. The cars are small, but you'll have a bunch of them to contend with. Response is quick and easily controlled.

Good action in a very playable game.

- Tom Malcom

MAJOR MOTION

★★★+

MicroDeal
576 S Telegraph
Pontiac, MI 48053
313-334-8726

LEATHERNECK

★★★

MicroDeal
576 S. Telegraph
Pontiac, MI 48053
313-334-8726

If *Leatherneck* is a simulation of what the Marines had to face at places like Anzio, Tripoli and Iwo Jima, then I'm surprised we won WWII. It took a lot of good men to storm those beaches and push back the enemy and when you play *Leatherneck* you'll want as many players with you as you can draft.

Leatherneck by Microdeal is a shoot-em-up based on those famous Marine landings. You and as many as 3 other players can land on the beach and shoot and grenade your way off the beach and into the treacherous jungle. You can change your choice of weapons during the gameplay and pick up ammo while moving through the jungle terrain. According to the intro screens there is quite a bit of ground to cover in *Leatherneck*. However, if you're playing it alone you'll find it difficult to survive the first wave of the enemy. The enemy is relentless and endless. Wave after wave, like a bad movie. If you want to make any progress in *Leatherneck* you'll need to sign up a few more recruits to help you play.

The action, graphics and gameplay of *Leatherneck* are great but the playability for the single player is just too much!

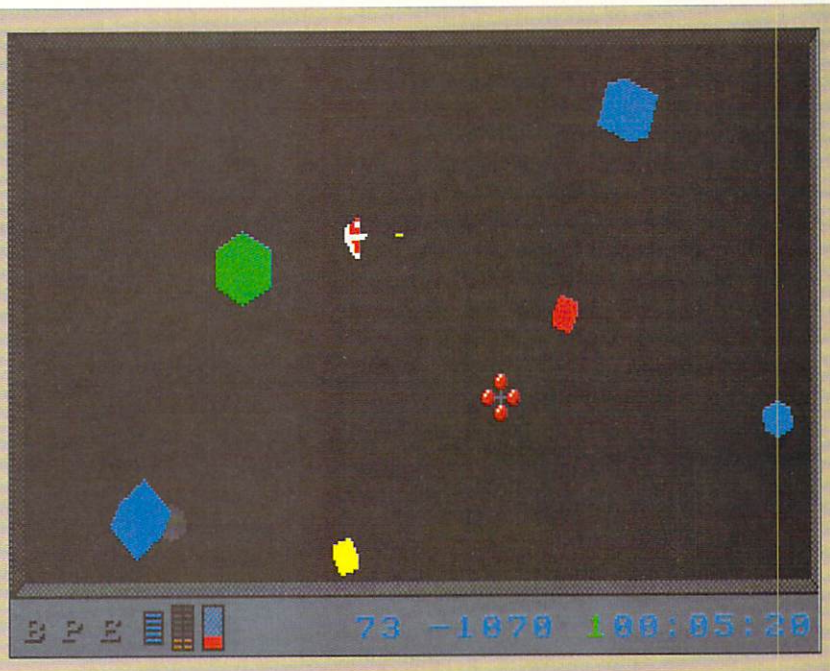
- Oran J. Sands III

GAMES SPECIAL

Everyone deserves a break, and for Perry Kivolowitz and his company, ASDG, *CubeMaster* is their first "non-serious" product. While it might seem incongruous for a maker of Amiga memory boards, card cages, and disk-caching software to release a game, this is a cute one and I like it. Kivolowitz is not known for mincing his words; *CubeMaster*'s manual and even Perry's own voice on the game disk drive home his strong anti-piracy stance. With the sermon comes a benefit: *CubeMaster* is not copy protected!

CubeMaster follows in the tradition of *Asteroids*-type games. Your joystick controls a little astronaut flying around the screen shooting at cubes and other meanies with increasing levels of difficulty. The graphics are not going to win any awards. The cubes are simple and not 3D shaded renderings. While 3D is all the rage, *CubeMaster* is played in a flat 2D world. Where *CubeMaster* shines is in the physics behind all of this motion and the marvelous sound effects during play: "Ooof! Ouch! Boing! Crunch!" and many other delightful noises embellish the experience. Like I said, it's very cute.

- Harv Laser



CUBEMASTER
★★★

ASDG
925 Stewart Street
Madison, WI 53713
608-273-6585

KARATE KING
★★★+

ANCO
PO Box 292
Burgettstown, PA 15021
412-947-3922

I have seen a lot of karate simulations, but *Karate King* is the first I've played on the Amiga. It wouldn't load on my office A2000 with extra memory but did load without problems on my A500. I imagine it's due to the DOS protection of the program - while loading, it makes the drive sound like a grinder.

The object of the game is to survive. There are nine screens but I've only been able to see three of them before my karate guy goes down for the count. Unless you are an expert joystick jockey, I highly recommend practicing prior to going against the computer. The best way to practice is to choose two player mode and play by yourself. The other guy will just stand there and wait patiently to be hammered into the ground. (Not too sporting, but the computer opponents are TOUGH!) There are sixteen movements you must learn on the joystick. I found using the chart in the instructions helpful in maneuvering my player.

The players and screens of the game are well-done graphically. The game is not bloody, but with a stereo hooked up to your Amiga, the grunts are gut-renching. All in all, a good karate simulation.

- Jim Oldfield with Doug Cotton

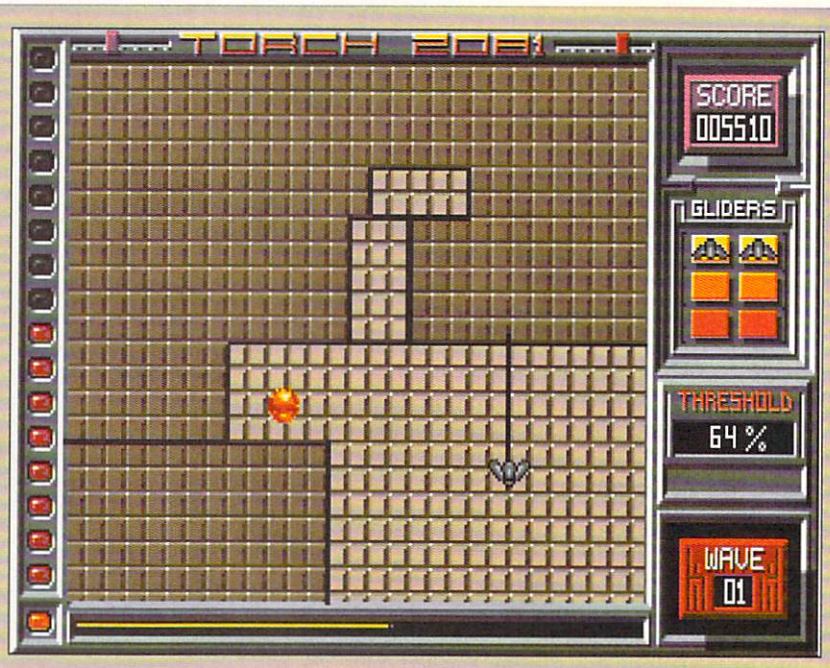
GAMES SPECIAL

I think I'm one of about two people in the galaxy who never played the original *QIX*, and it's probably just as well or I would have wasted even more time than I already have on *Torch*. The premise of this better-than-arcade-quality *QIX* descendant is simple: you move a glider around the screen, trying to surround an area while avoiding the nasties bouncing around you. If they touch your ship or the trail it makes before a section is covered, you lose the glider. And just to make things interesting, the screens get progressively more difficult and the nasties more intelligent as gameplay advances.

After playing for six or seven hours, I noticed that I could predict where the fireballs were going to go, at least in the first few screens. Not exactly a drawback, but room for small improvement.

The graphics are stunning, the animation seamless, and the sound good enough that I wear headphones when I play. There are at least 31 screens, but being of a somewhat klutzy nature, I haven't made it past the sixteenth. I intend to keep trying. That's the highest compliment a gamer can pay.

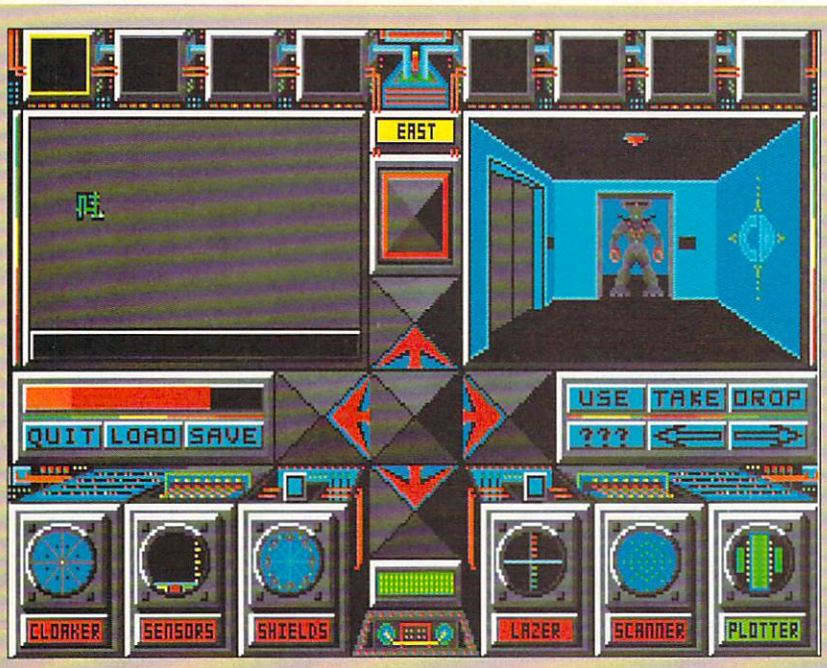
- Tom Malcom



TORCH 2081

★★★★+

Digital Concepts
28800 Gratiot Ave., Suite 162
Roseville, MI 48066
313-772-1416



SLAYGON

★★★+

Microdeal
576 S Telegraph
Pontiac, MI 48053
(313)334-8726

Slaygon is the ultimate military robot, and you control it. Your mission is to manuever around the security robots of the dreaded Cybordynamic Laboratory and destroy its main computer. You prowl through five miles of hallways and 500 rooms in this adventure, and must complete your mission before your power supply runs out - and before the bad guys get you! Fortunately, *Slaygon* is equipped with scads of nifty gadgets that are the latest in robot tech: a cloaking device, scanners, shields, lasers, sensors, and a plotter. And along the way you may even find other useful items.

This game gives you a choice of expert or novice mode. The user interface seats you in front of Slaygon's control panel with a view of what is going on in front of you. The display starts out with the familiar real-time 3D maze and control panel concept, but adds lots of nice extras like animated encounters and automatic on-screen mapping. A touch of the mouse controls all movement and devices. What could be easier?

Slaygon has enough suspense, strategy, and challenge to keep you coming back. If you like hi-tech combat, you'll like *Slaygon*.

- Judith Kilbury-Cobb

GAMES SPECIAL

It's 1940, Hitler's juggernaut is rolling, and all's wrong with the world. You are Rocket Ranger, the Free World's brightest hope. *Rocket Ranger* is a loving tribute, rendered in exquisite Thirties Art Deco detail, to all the heroes of the Saturday matinee movie serials.

The graphics, music, and sound effects surpass Cinemaware's already lofty standards. And as an added bonus, the game has some real playability.

The game opens with a group of scientists from an alternate future, where the Nazis won WWII, sending you a rocket pack, radium pistol, and other things to help in your fight. The Nazis have developed rocket travel and discovered lunarium, a sort of atomic fuel, on the moon. Wearing your lunarium-powered rocket pack, you must fly to various locations around the globe, stealing parts from Nazi bases in order to build your own rocket ship. Once done, you fly it to the moon to destroy the Nazi lunarium mines, thus depriving Hitler and his minions of their advantage in the War. Of course there's a professor with a gorgeous daughter, an evil SS officer, and all the other characters required for this classic storyline. There's even a Secret Decoder Wheel which, while it also acts as copy protection, somehow adds to the overall effect.

Flying through the air unencumbered by anything but your rocket pack is a joy, even though it takes some practice to get the hang of taking off and flying. Doing battle against the swastika-bedecked zeppelin is sheer exhilaration, and challenging.

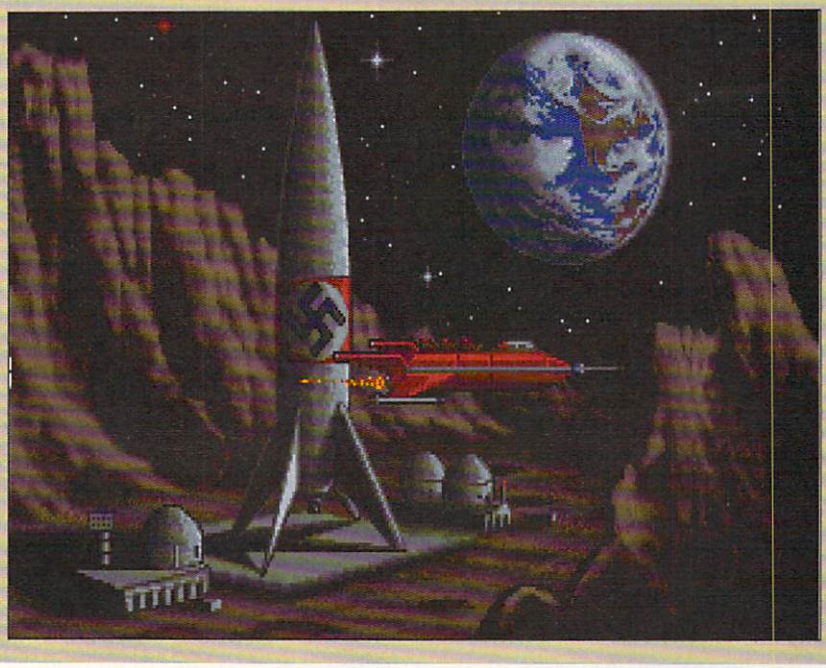
The game can be somewhat different each time you play it, and a game can last as little as an hour. There are enough random events, surprises, and little touches to keep you coming back to *Rocket Ranger* again and again. It's a classic, the kind of game you reach for when you want to show off your Amiga.

- Tom Malcom

ROCKET RANGER

★★★★★

Cinemaware
4165 Thousand Oaks Blvd.
Westlake Village, CA 91361
805-495-6515

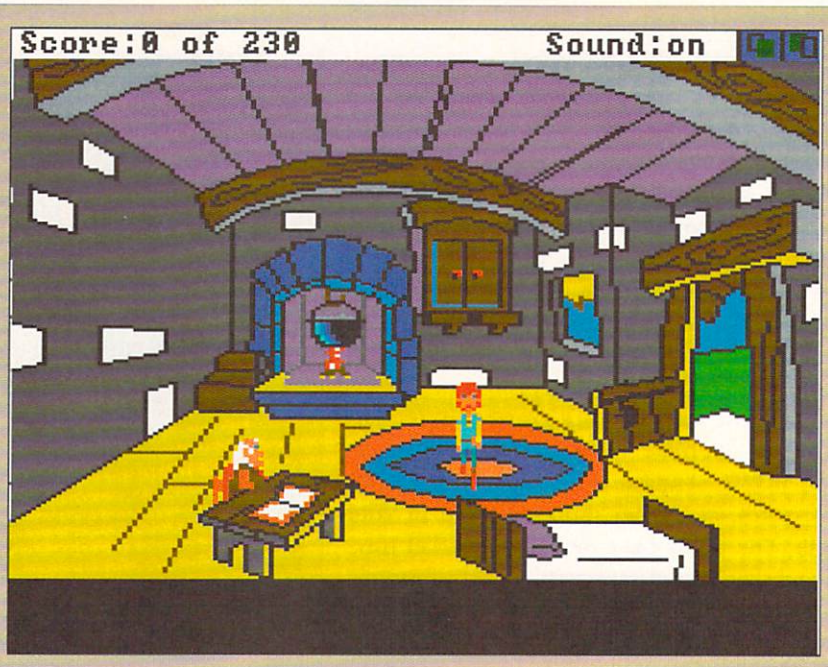


GAMES SPECIAL

The plot of this feature-rich adventure needs little description since it is based on the popular Walt Disney movie and because it is in the trite and true quest game format of journeys, tokens, evil castles, magic, and monsters. It is elevated above the humdrum by charming songs, sound effects, and delightfully realistic animation in all 73, three dimensional screens. You, as the young male hero Taran, set off to save the world of Prydain from a Hate worse than Fate, accompanied by a clairvoyant pig. If you are clever, swift, and true, you will find the evil cauldron before the Horned King makes soup of the goodly or you'll perish trying.

Loading all those lovely screens can be s-l-o-w and I had trouble keeping Taran moving consistently at any speed as he frequently seemed to stick. Screen locations occasionally shifted in a glitchy way and had a logic "not of this world". Still, *Black Cauldron* offers youngsters who have long attention spans, but find text games difficult, top rate entertainment in a "no-keyboard-required" game.

- Sue Albert



THE BLACK CAULDRON ★★★+

Sierra On-Line
PO Box 485
Coarsegold, CA 93614
209-683-6858

THE BARD'S TALE II: The Destiny Knight ★★★★

DataSoft/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

Subtitled "The Destiny Knight", *The Bard's Tale II* is certainly an exception to the rule that sequels never work. Bigger in scope, with more monsters, more spells, 25 dungeon levels and six complete and detailed cities, *The Bard's Tale II* is an excellent sequel to one of the most popular games on the market.

The Destiny Wand, which has maintained peace for 700 years, has been broken into seven pieces. Your task is to find the pieces and re-forge them into a whole Wand.

Characters from *Bard's Tale* can be used in *Bard's Tale II* in addition to the 'stock' party provided on disk. A new character, the Archmage, is practically omnipotent, but it will take a LOT of experience before you can create one!

Day-to-night changes and REAL TIME puzzles in the Snares of Death provide some new twists to an old theme. Additionally, the combat system includes a distance factor. Enemies must be sighted more than 10 feet from your group; magic can be used against you at this range.

The manual is exceptionally well done with complete and clear instructions as well as tips on most aspects of the game. A well thought out and excecuted game.

- Art Lewis Kimball

GAMES SPECIAL

Your Uncle Arthur owns the rights to T'ngl-y-wd, a small planet in a remote galaxy, and he has appealed to you for help. He needs your knowledge of computers to help him recover stolen documents which prove his ownership of the valuable mineral resources of his little planet.

Don't be misled by the fantasy-adventure style box and title screen graphics: *Tanglewood* is a colorful sci-fi graphic adventure, played in realtime. You move about the alien landscape inside one of five mining mobiles, each with different tools, functions, computer data, and programs. This game can get very confusing as you try to simultaneously monitor your energy level, look for objects, dodge disrupters, and switch between vehicles. It's challenging trying to coordinate the movements of the different mining mobiles, but trying to steer them through the varied terrain with a mouse is extremely tricky. And a joystick is not an option with the Amiga version.

The pretty alien scenery in *Tanglewood* is really the game's strong point, and the sound effects are lively and fun, but tangling with the user interface *almost* spoils the fun.

- Judith Kilbury-Cobb

TANGLEWOOD
★★★

MicroDeal
576 S Telegraph
Pontiac, MI 48053
(313) 334-8726

PHANTASIE III: Wrath of Nikademus
★★★+

Strategic Simulations/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

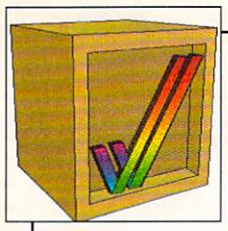
Phantasie III is a fast-moving role-playing game that has some interesting differences from other games of this type. Most notable is that in combat the player must keep track of the fighters' anatomy. Even though you have plenty of hit points, if you lose a couple of limbs or a head you are GOING to die! (Your opponent, of course, is governed by the same rules.)

The Amiga port of this long-time Apple and Atari game has been very well done, and there are only a few minor irritations. Although you can use the mouse for all input, the layout of the gadgets makes combat very difficult and the keyboard is much better suited for this.

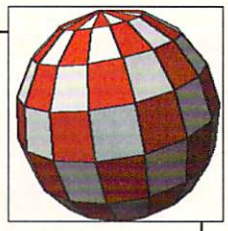
The manual-based protection is particularly irritating. For some reason the publishers chose to interrupt the game repeatedly, (usually at very crucial times) to ask for input from the manual. One check at the beginning of the game would have been sufficient.

Aside from these minor points the game is quite enjoyable. Although the graphics could have been improved during the porting, they are quite acceptable and the game plays smoothly. A good addition to any RPGer's collection of games.

- Art Lewis Kimball



GAMES SPECIAL

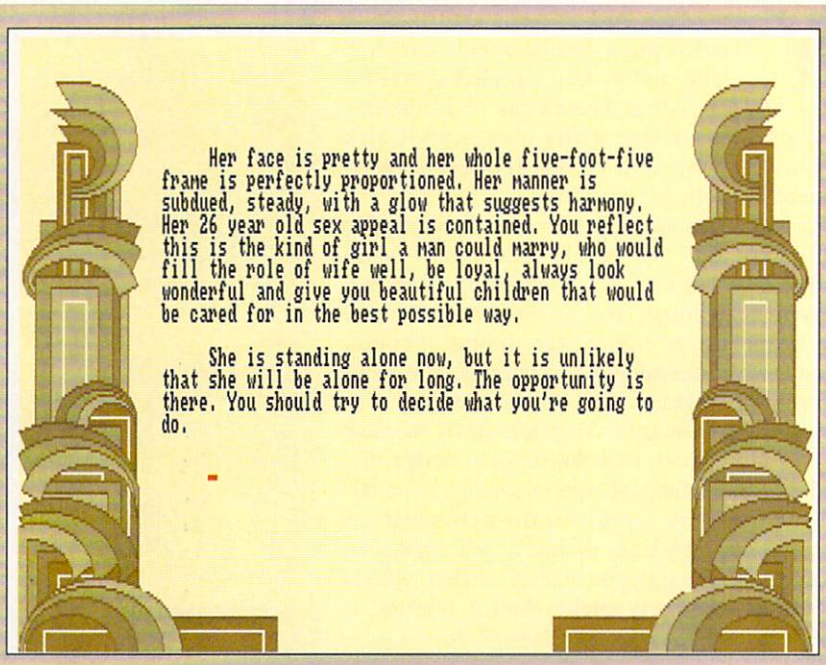


Romantic Encounters at the Dome gives new meaning to the idea of 'computer dating.' This R-Rated, adults only illustrated text adventure is a real giggle. If you have ever hung out at a singles bar (not that *I* have, of course) you will recognize immediately and enjoy immensely this ultimate test experience for "sensual singles"--and those pretending to be!

Romantic Encounters features one of the most complete interactive parsers I have ever seen. The text reads like a modern romance novel, but it's even better because you are able to actually flirt with gorgeous Tony or make a pass at beautiful Tanya. The snazzy art deco graphics create the aura of a classy singles club and complement the text perfectly. So grab your breath mints and get ready to meet Mr./Ms. Right, Wrong, or Maybe.

Anyone with a romantic heart, and an adventurous spirit will have lots of good clean fun with this racy adventure game, although you may have trouble explaining that your computer date actually is your computer.

- Judith Kilbury-Cobb



ROMANTIC ENCOUNTERS AT THE DOME
★★★★

MicroIllusions
17408 Chatsworth Street
Granada Hills, CA 91344
(818) 360-3715

SEX VIXENS FROM SPACE
★★+

Free Spirit
58 Noble Street
Kutztown, PA 19530
215-683-5609

I wanted to like this game, and I know I would if it worked. But all the effort has gone into the graphics and story rather than the programming. The adults-only adventure game premise has been tried before, and this one comes very close to succeeding. (Parents: be forewarned that when the game says it's for adults only, it means it - there's some pretty raunchy stuff here.)

The plot has you, Brad Stallion, saving the universe from a race of sex-starved amazons. There is more humor here than you can shake a, er..., stick at, and the graphics are quite well done. Unfortunately, the parser harkens back to the unlamented days of one- or two-word commands.

And then there are the unexplained lapses... The game will be going along just fine, and then the parser will suddenly just stop responding for a while. To make matters worse, there's no save feature.

I hope Free Spirit will do the necessary fixes, because *Sex Vixens* has all the potential to become a deliciously funny and entertaining game.

- Tom Malcom

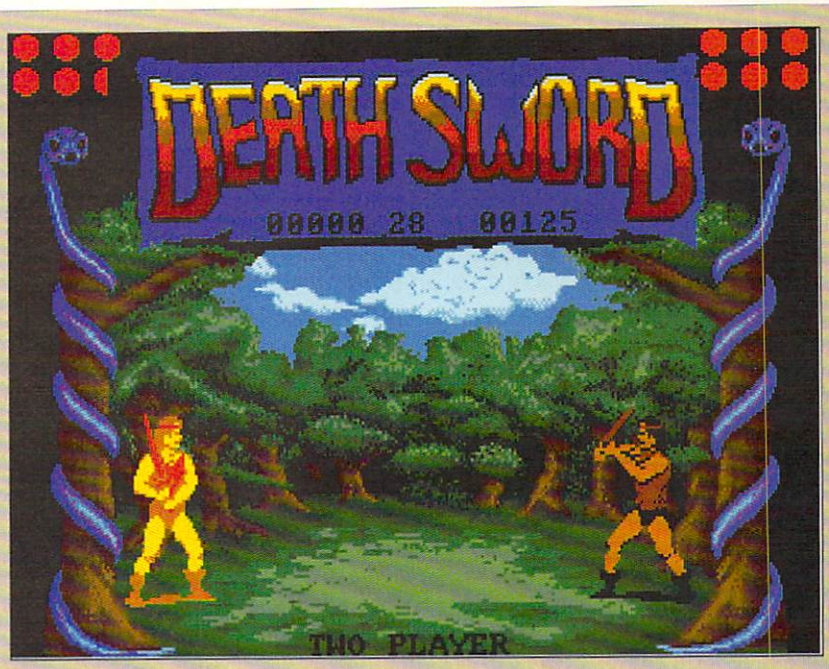
GAMES SPECIAL

Hacking takes on a whole new meaning in Epyx's *Death Sword* as you fight to the death to save Princess Mariana from Drax the, evil sorcerer. This action game contains some very complex character control, so be prepared for some heavy joystick jostling as you maneuver your hero in armed combat. Movement and graphic tie-ins are great, including the realistic grunts and other noises as swords and bodies clash together. I found the computer to be a very skilled opponent (ouch!) and often found myself being dragged off by the court gremlin when playing against my Amiga. The winner, on the other hand, gets to do some fancy sword work that would put Conan to shame.

I also suggest that you find a friend to play with; it's much more fun that way. Use the one player method to practice against the electronic master swordsman (a.k.a. Amiga) and don't forget when playing with a friend to yell, "En Garde!"

Lots of fun for those who enjoy some real action. So whip out those joysticks...errr swords and sharpen your swordsmanship with this winner from Epyx.

- David W. Martin



DEATH SWORD
☆☆☆

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606

PALADIN
☆☆☆☆

Omnitrend
PO Box 733
West Simsbury, CT 06092
(203)658-6917

Paladin is a terrific role-playing adventure game. Your party can consist of up to nine Rangers, Swordsmen, Thieves, and Mages, all lead by a Paladin. *Paladin* includes ten separate quests, ranging in difficulty from easy to very hard. I particularly liked 'Friend' in which you try to rescue a friend from a midnight troll sacrifice!

I really enjoyed this game. The point-and-click interface is elegant and it allows you to concentrate on strategy instead of wrestling with a testy parser. The manual is exhaustive and well-written. I only have two small complaints; the graphics are two-dimensional, and the sound is limited to sword clanks, whooshes, and screams of agony.

But what pushes *Paladin* over the top is the included Quest Builder program. You can design new quests or modify old ones til the unicorns come home! The only limitation is your own imagination. If you and a friend both buy this game, you can have fun building and playing each other's adventures for years to come. Additional good news for those of you who have played *Breach*: you can import your squad leaders into *Paladin*.

- Judith Kilbury-Cobb

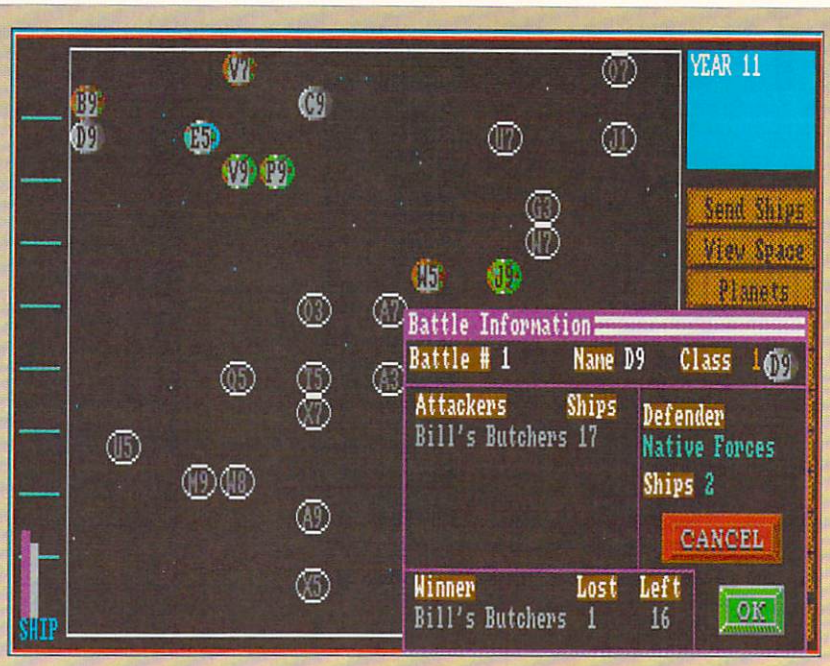
GAMES SPECIAL

Stellar Conflict is a battle/economic strategy game loosely similar to such board games as *RISK*. The game uses keyword protection, which I think is the best copy protection since you can backup your original and have a working copy that you can safely 'save-game' to.

It takes a while to grasp the mechanics of play and I found the game to be hard to follow but easy to play. This is not a stellar game graphically, but it wasn't intended to be. Strategy and forethought are needed to conquer the game's randomly generated universe. The object of the game is to garner the most ships and planets in the galaxy at the end of a set number of turns. Turns are used to input all your moves at a chosen interval. You can specify timed turns (which I felt worked best) or standard movements that can extend game play for a long time.

One to four humans or computer opponents can play, and the computer can play at three skill levels from beginner to pro. The game is good and has an easy to read manual. The manual also had a hint section, which I'd like to see more games supply.

- Jim Oldfield with Doug Cotton.



STELLAR CONFLICT

★★★★

PAR Software
PO Box 1089
Vancouver, WA 98666
206-694-1539

REALM OF THE WARLOCK

★★+

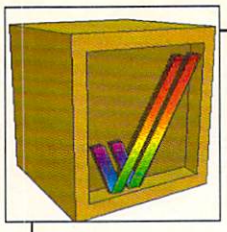
Incognito
34518 Warren, Ste. 149
Westland, MI 48185
313-255-5387

In this illustrated text adventure, you have the save-the-fantasy-world mission of restoring the town Elders to Ashton, a place that once epitomized peace and tranquility. The Elders disappeared in the proverbial puff of magical smoke when they ignored a scroll warning them to honor a new, evil leader, or else. With the benevolent Elders vaporized, the quality of life in Ashton quickly deteriorates. You, brave adventurer that you are, decide to set things right by finding them.

Incognito describes this game as an "advanced" text adventure. What I found most challenging (and frustrating) was wrestling with the parser. While boldly adventuring forth through the Realm, you will find by much trial and more error that this program will only recognize most phrases typed verbatim and has an extremely limited vocabulary.

The optional graphics are a nice try, but the scenes are blocky and, uh, amateurish. And, speaking of amateurish, don't be surprised by misspelled words and awkward phrasing within the story. On the plus side, the macro keys are helpful and the support offered by Incognito is great; good thing, too, because if you buy this game, chances are you'll need it.

- Judith Kilbury-Cobb



GAMES SPECIAL

I had high expectations for this golf simulation and I was sorely disappointed. Though it has the best graphics of any of the Amiga golf simulations, the play is substandard.

The player interface is the usual three-click gauge type, which works well in other games. Unfortunately, this game is so touchy and there is so much randomness that it quickly becomes an exercise in frustration. If you try to use any club but the one dictated by the distance and lie, the shot flubs. Real golf is much more forgiving than that. And the putting algorithm doesn't even match what's happening on the screen. Many times, the ball rolls directly over the cup, slowly, without dropping in.

My biggest gripe, though, is that, while the packaging boasts 12 famous courses from around the world, it doesn't tell you that there are only two holes from each! There is, commendably, a course editor provided--I suppose it's so you can finish building the courses you bought this package to play.

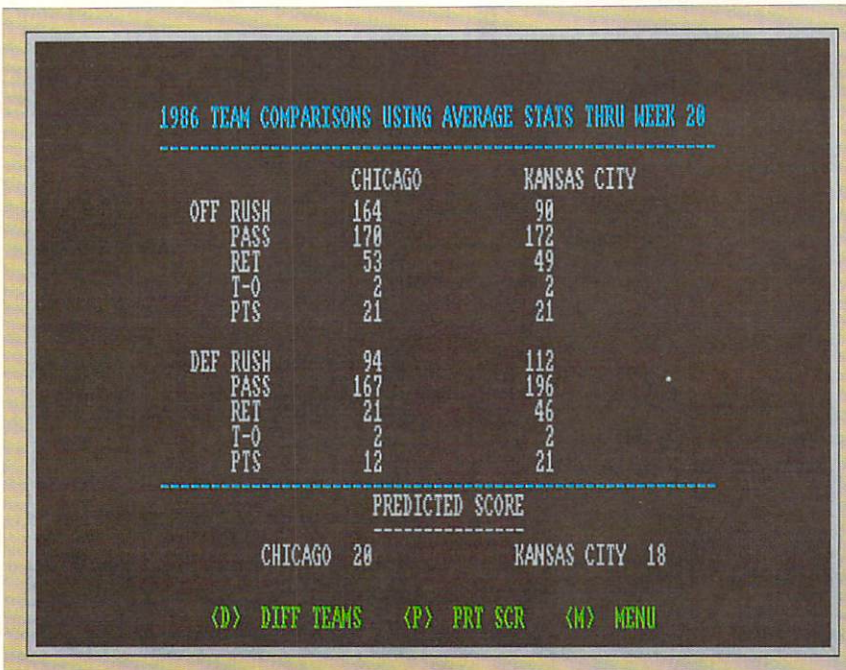
Though *World Tour Golf* is nice to look at, and you can struggle through a game, there are better Amiga golf simulations on the market.

- Tom Malcom

WORLD TOUR GOLF

★★★

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171



PRO FOOTBALL FACTS & PREDICTIONS

★★+

Intracorp
14160 SW 139th Court
Miami FL 33186
800-INTRACO

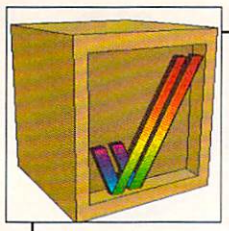
Pro Football Facts & Predictions uses game statistics to make predictions about upcoming pro football games.

This direct port from the IBM/PC doesn't bother with menus, windows, or gadgets, so your mouse will get a rest. Option selection is typical "pick a number" IBM fare, which is tedious at best, and the screens are all text. Its one redeeming point is that it is multitasking.

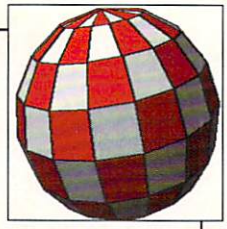
Pro Football asks you to enter ten statistics from each game played so far in the season; when you ask for a prediction, it checks the schedule and gives you its prognostications. You can take game stats from the newspaper or subscribe to Intracorp's weekly statistics service, and stats for all the pro seasons from 1983 on are included on the disk.

So how well does it do? Using past stats, *Pro Football*'s predictions consistently hit more often than they miss. It does best when there is a decided statistical edge, of course, and offers no adjustments for variables like injured players. Unfortunately, the bookmakers use more sophisticated programs to set their odds, and this lackluster program lacks the depth you'd need to gain any real betting edge. I think you'd do as well to simply bet with the highest ranked teams.

- Mark R. Brown



GAMES SPECIAL

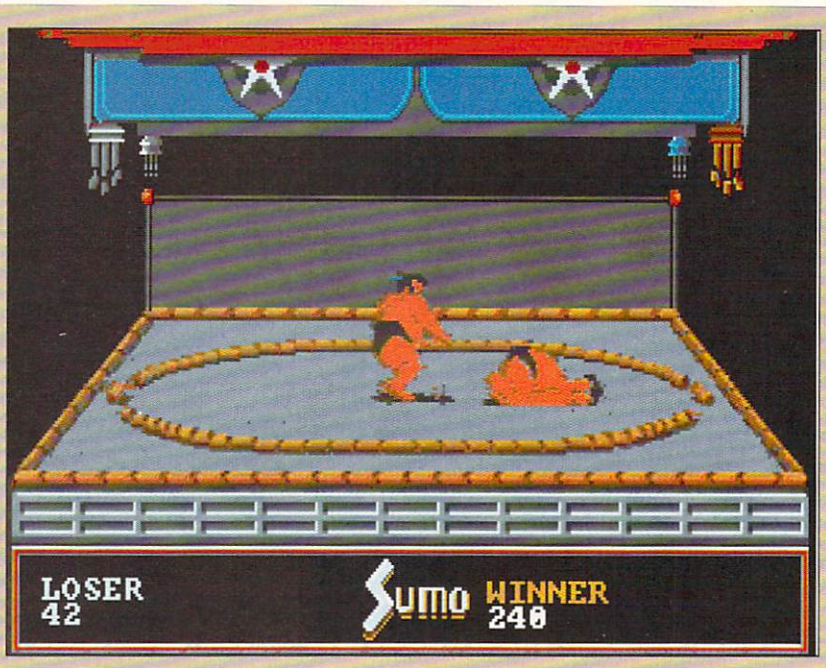


Every schoolboy knows about Epyx's Sports simulation series. *Summer Games*, *Winter Games*, *California Games* and so on. Each title offers above average graphics, animation, sound effects, touches of humor and lots of good hard challenging arcade/joystick action. *World Games* for the Amiga follows the tradition. It is a nice piece of work to be forgiven its 64/Atari ST instruction manual.

So why did I hate it? First of all, who cares about weightlifting or caber tossing? Secondly, the events are either too easy - like cliff diving or barrel jumping - or too difficult. Do they expect anyone to learn those sumo wrestling joystick motions? (And what happened to the traditional salt throwing ceremony?)

My highest hopes were for slalom skiing. How hard is it? Damn hard! So I practice, right? I hated the practice mode - up until 4AM most nights. I hated the music cutting in and having to wait as my skier did a little preening routine before each and every run. What price realism? I just wanted to click and ski.

I sure hope my sister doesn't buy me this one for Christmas. My schedule would be hating it, too. - Don Romero



WORLD GAMES

★★★★

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-368-3200

SUPERSTAR ICE HOCKEY

★★★★

Mindscape
3444 Dundee Road
Northbrook IL 60062
312-480-7667

It's always tough to simulate a team sport on a computer. How do you control a whole team with a joystick? *Superstar Ice Hockey* solves the problem by letting you decide.

You can place the coach, the goalie, and the center under either joystick or computer control. You can even let the computer control all of them, and just sit back and watch the game. You should be able to come up with a personalized system that suits your sensibilities.

The animation of the hockey players is the most grabbing graphic feature of *SSH*. They twist, turn, check, shoot, and even fall and spin on the ice just like real hockey players. Each player is individually animated, so the visual effect is one of a real team playing real hockey. The visual realism makes this game a lot of fun to play.

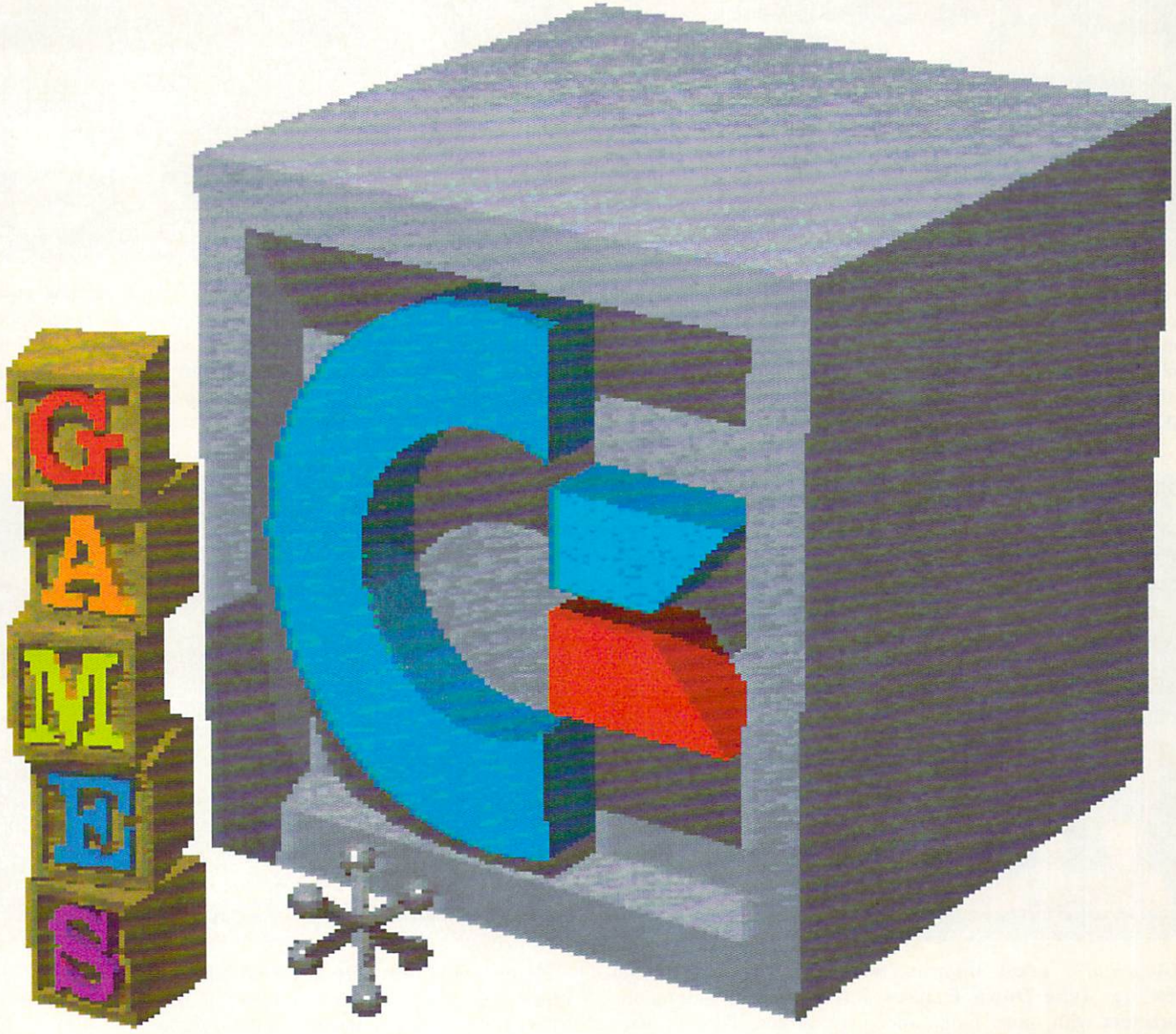
Beneath the surface, there is a whole level of realistic coaching strategy to *Superstar Ice Hockey*. You trade players, train the team, and pick offensive and defensive tactics. You can play your team against the league in a whole season of hockey.

Sports fans who like action and realistic simulated gameplay will love this winner from Mindscape. - Mark R. Brown

INFO

FALL GAME ROUNDUP

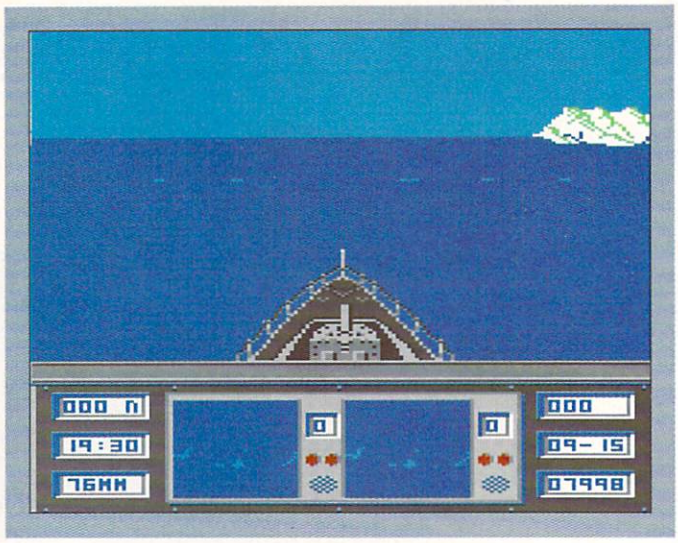
for the commodore C64 and C128



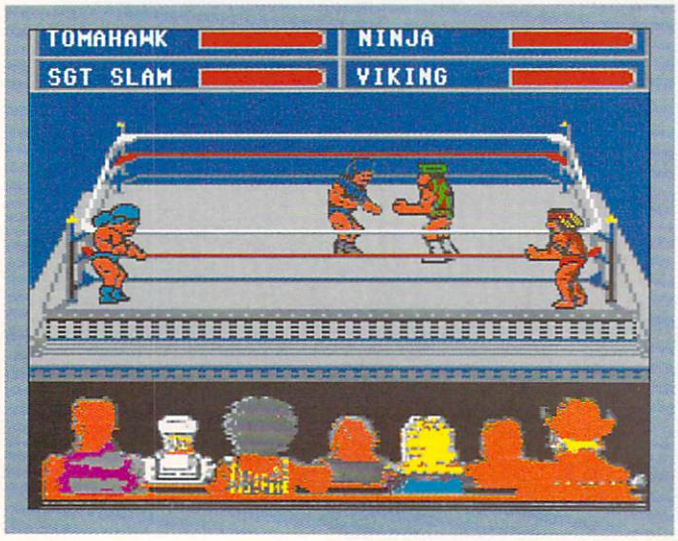
64 GAMES SPECIAL

There are a host of new games coming for the C64 this holiday season. We thought we'd offer you a sneak peek at four of them. For hundreds more games that are on their way soon, see the list in this issue's New Products section!

Interplay's adaptation of William Gibson's cyberpunk science fiction novel **Neuromancer** is a futuristic adventure. You play a cowboy, a super-hacker who can enter computer "cyberspace" to crack its secrets. I booted up a beta-test copy of this one "for a few minutes, just to see what it looks like" and ended up playing for hours!



U.S.S. Ocean Ranger is *Activision*'s detailed new naval combat simulator. Your hydrofoil missile carrier is equipped with all the latest gadgets, which is good; you'll need all the help you can get as you face challenges in the Bering Sea, Central America, SE Asia, and the Persian Gulf.



GameStar's latest offering features TV-style tag-team wrestling. **Take Down** features a full slate of outrageous characters with mean looks and dirty moves. The tag-team members even mix it up on the outside while the real match is going on inside the ring!

Activision's **Rampage** is a C64 adaptation of the popular coin-op arcade game. You can assume the identity of one of three giant monsters and spend the afternoon swatting at helicopters and knocking down buildings.

Take a simple but addictive arcade classic like *Breakout*, spice it up a bit and what you get is *Arkanoid*. It's been done, but rarely as well as this. *Arkanoid* is a keeper.

Actually, the namesake Arkanoid bites it before the game even starts. Game play focuses on the surviving shuttlecraft 'Vaus' (the *Breakout* paddle) which must navigate 33 blockade patterns of energy blocks: the final one against 'Doh', who originally destroyed the Arkanoid.

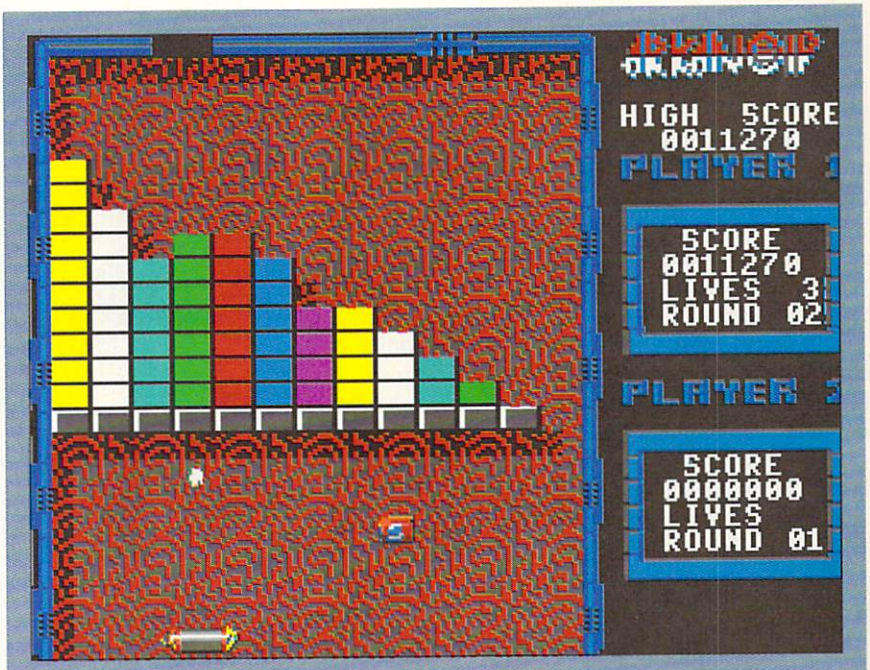
Some energy blocks, when destroyed, drop 'Vaus capsules' which, when captured by the Vaus modify game play in some manner, e.g. slow down the ball, enlarge the Vaus, arm the Vaus with lasers, etc. Vaus capsules, worth 1000 points, are the key to high scores.

Too, alien life forms wander around each new screen and deflect the energy ball at inopportune moments.

There is no way to save high scores, but my only real nitpick was the meaningless redisplay between games of the title screen animation.

Arkanoid loaded in about 30 seconds from both the 64/1541 and 128/1571 modes of my 128D. For one or two players.

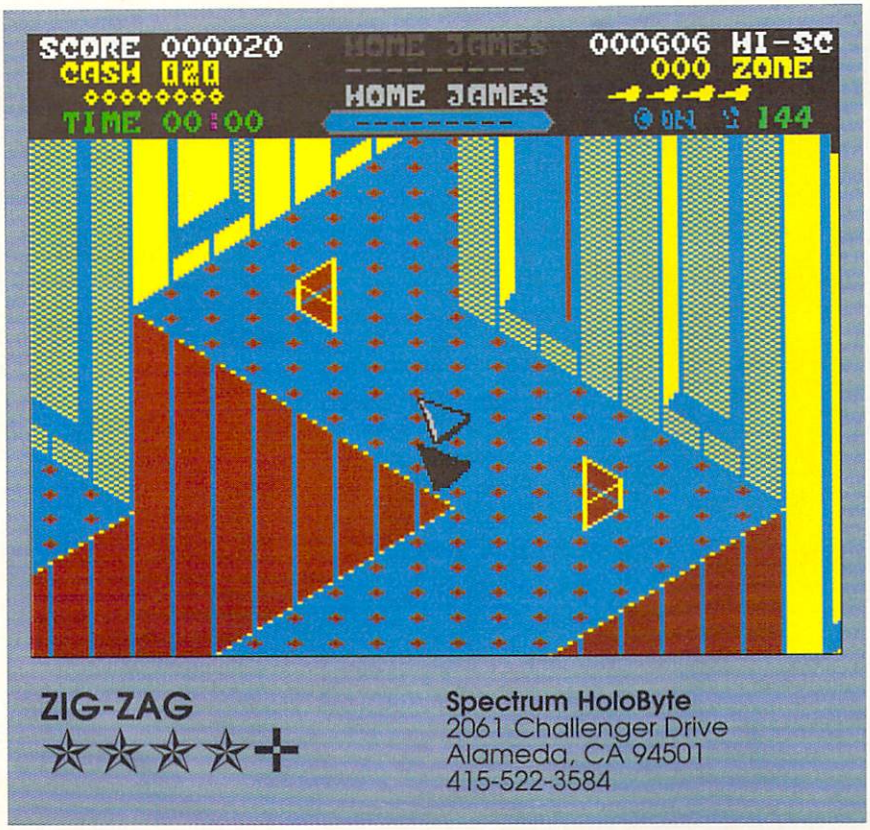
- Don Romero



ARKANOID

★★★★★

Taito
267 W Esplanade Plaza
N Vancouver, BC V7M 1A5
Canada 604-984-3344



ZIG-ZAG

★★★★+

Spectrum HoloByte
2061 Challenger Drive
Alameda, CA 94501
415-522-3584

The objective, so the story goes, is to skim your star fighter at hyper speed through the Matrix of Zog in the 12th dimension and locate all Eight Crystals of Zog. The Matrix of Zog is presented as a three dimensional isometric projection which is reminiscent of *Marble Madness*, but that is where the resemblance ends. With the exception of some small amount of horizontal and vertical movement within the passageways of the matrix, your Star Fighter remains in the center of the screen while the matrix smoothly scrolls around you. The effect is quite realistic and the action is fast and furious at times. You have no control of the direction your Star Fighter takes other than to bounce it off strategically placed prisms at intersecting corridors. Of course you are beset by the various denizens of the matrix, which you either avoid or blast out of existence. Although the 1400 screen Matrix of Zog does not seem to change, variety is introduced by the haphazard opening and closing of the corridors.

Zig-Zag has excellent graphics, superb sound effects and a catchy introductory tune. You have the option of playing the game to either the music or the noise, take your pick. *Zig-Zag* looks like a real winner, by Zog!

- Morton A. Kevelson

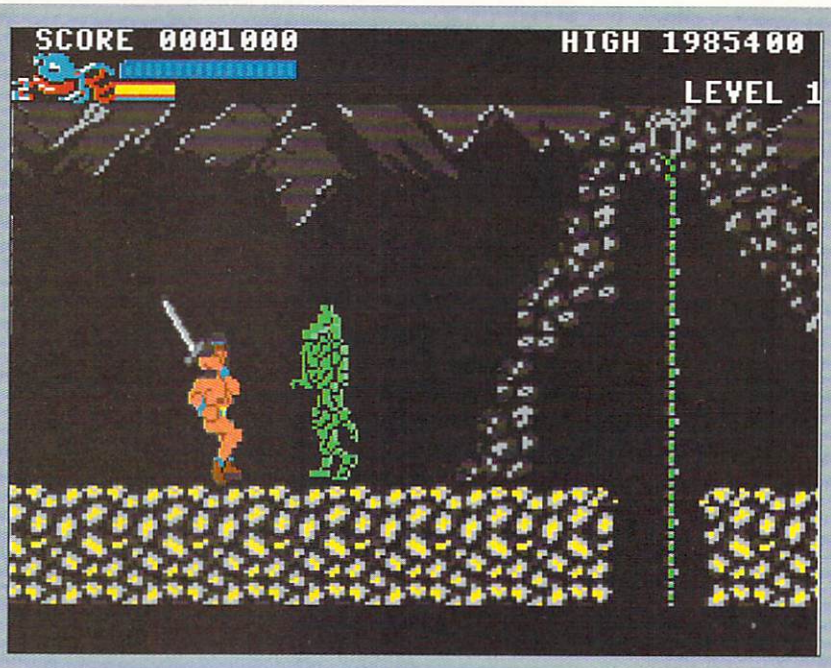
64 GAMES SPECIAL

Swords, monsters, caves, and a barbarian with a bare chest--what more could you ask for in an arcade game? How about a nice musical soundtrack, good graphics, lava pits, magical weapons, and a proven track record as a coin-op game? *Rastan* has all of these things.

This is simply a "slash the monsters" epic, so there's not much strategy involved, unless it would be in finding the magical weapons located strategically throughout the landscape. You'll need them to effectively overcome some of the tougher monsters. Some of those tough opponents also carry magical items that will aid you in your adventuring.

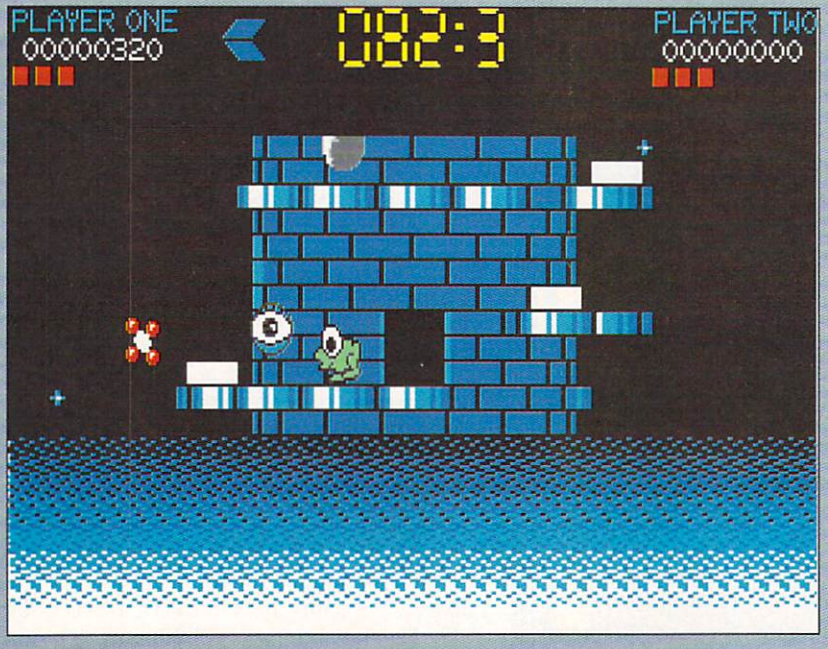
This is one of those games where the action is fully repeatable, so it is possible to develop "patterns" to work your way through screens you are familiar with. If you're a fan of such games, *Rastan* will keep you occupied for weeks.

- Mark R. Brown



RASTAN
★★★+

Taito
267 W Esplanade Plaza
N Vancouver, BC V7M 1A5
Canada 604-984-3344



TOWER TOPPLER
★★★★★

U.S. Gold/EPYX
PO Box 8020
600 Galveston Drive
Redwood City CA 94063

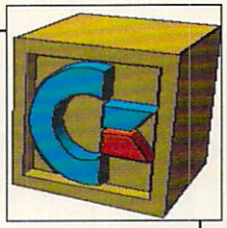
This little winner from Great Britain has got everything we constantly beg for in a game: tasty graphics, great sound, and a new and innovative concept. *Tower Toppler* adds a new twist to the classic climbing game--literally. Your little green frog-like character climbs up the outside of a spiralling tower that *twists* around in real-time as you climb. The effect is novel, expertly executed, and dizzying!

There are eight towers to climb and each has its own guardians, which range from innocuous bouncing eyeballs to mean-tempered robots. Many of the obstacles you face can be simply passed by if you time your moves right; others must be blasted with your snowball gun. Sometimes a mis-timed move will knock you off the tower and into the sea, but more often you'll just drop down a level or two. That's still disastrous, as this game times your climb with a countdown clock.

Tower Toppler is pretty, challenging, and different. You'll be pulling this one off the shelf to play "just one more time" for years to come.

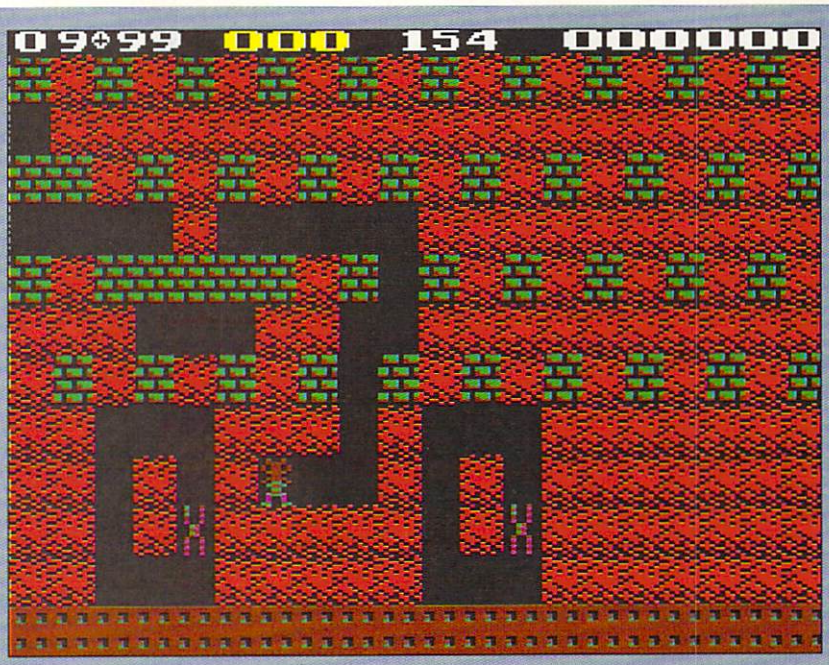
- Mark R. Brown

GAMES SPECIAL



First "Boulder Dash", then "Super Boulder Dash", and now "Boulder Dash Construction Kit". What's next, "Son of Super Boulder Dash Construction Kit Meets Abbot and Costello in Outer Space?". No matter what you call it, though, this game is a computer classic, the perfect blend of fast action and strategy. This latest incarnation comes with a pre-constructed 12-level game, but its big attraction is the ability to create and edit your own multi-screen games, including intermission screens. Each four-screen cave can be filled with the usual assortment of boulders, diamonds, dirt, and walls (normal, titanium, growing, and enchanted), as well as mysterious creatures such as butterflies that explode into diamonds. *Boulder Dash*'s appeal comes from the way in which it combines a small number of objects, whose actions are governed by a set of rules known as Boulder Dash Physics, to create an almost endless variety of puzzles. With this version, users will find that creating a puzzle can be just as much fun as solving one--a perfect introduction to computer programming.

- Sheldon Leemon



BOULDER DASH CONSTRUCTION KIT

★★★★

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606

INDIANA JONES AND THE TEMPLE OF DOOM

★★★

Mindscape
3444 Dundee Road
Northbrook, IL 60062
312-480-7667

Temple of Doom follows the format of the arcade version. You have to get Indiana Jones through the Mine Caverns, which abounds with conveyor belts, Thuggee guards and other hazards. Along the way Indiana should free the enslaved children being held captive in the cages. Once the children have been freed you can enter the mine tunnels for a ride on a mine car. Finally, Indiana enters the Temple of Doom where he must recover the Sankara Stone, thereby restoring the quality of life to the natives. However, stone in hand is not enough. Indy still has to negotiate the rope bridge and get past a fireball-throwing Mola Ram.

The first and third scenarios are reasonably faithful to the arcade version. The mine car ride through the tunnels leaves something to be desired. Throughout the game you are treated to a reasonable version of the Indiana Jones theme song. It's challenging; I never did make it to the rope bridge. If you are an ardent Indiana Jones fan you may have to add this to your collection. But, frankly I'll stick to the movie.

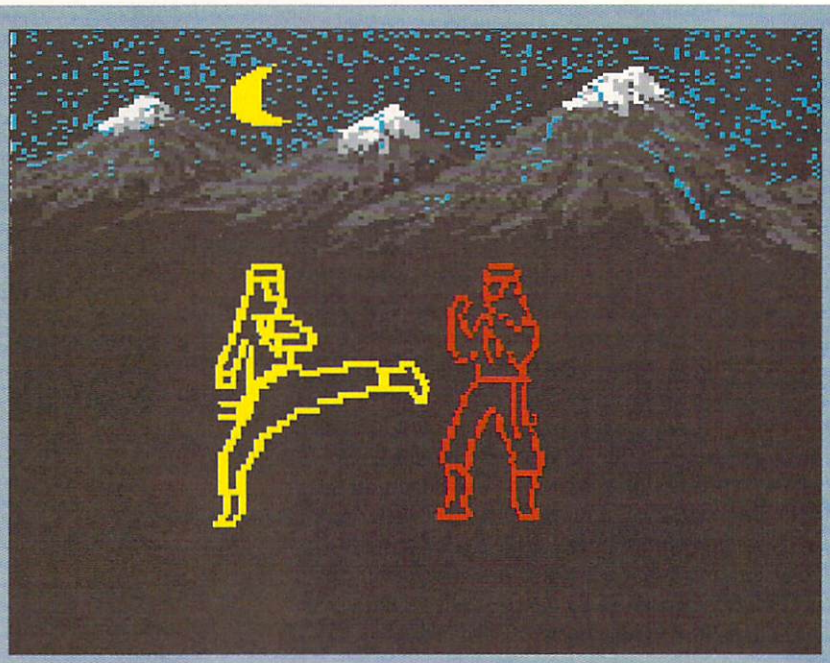
- Morton A. Kevelson

64 GAMES SPECIAL

If ever you felt that C64 karate games were too fast, and you wanted a good, easy one to start off with...here it is. The large ninja warriors (about one-third of the screen tall) clearly and deliberately show every move, maneuver, and weapon in what looks like a highly stylized, stately dance.

Do be careful not to move too quickly: you can give half-a-dozen joystick commands before your ninja responds. You must patiently pace yourself. *Master Ninja* has a minimum of documentation--which is all it needs--and gives you the chance to practice your moves on a dummy warrior. The practice is helpful in learning the moves, but is so much more responsive to the joystick that you really have to slow down when you get into the game. The graphics, independent of the game play, are excellent art; the sound is boring from the start. The game works and can be a useful introduction to action/arcade, but it is too slow to be really fun and exciting. Unless you are really interested in computer art, this is best left on the shelf.

- Tim Sickbert



MASTER NINJA:
Shadow Warrior of Death
☆☆☆

Paragon /EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

RENEGADE
☆☆☆

Taito
267 W Esplanade Plaza
N Vancouver, BC V7M 1A5
Canada 604-984-3344

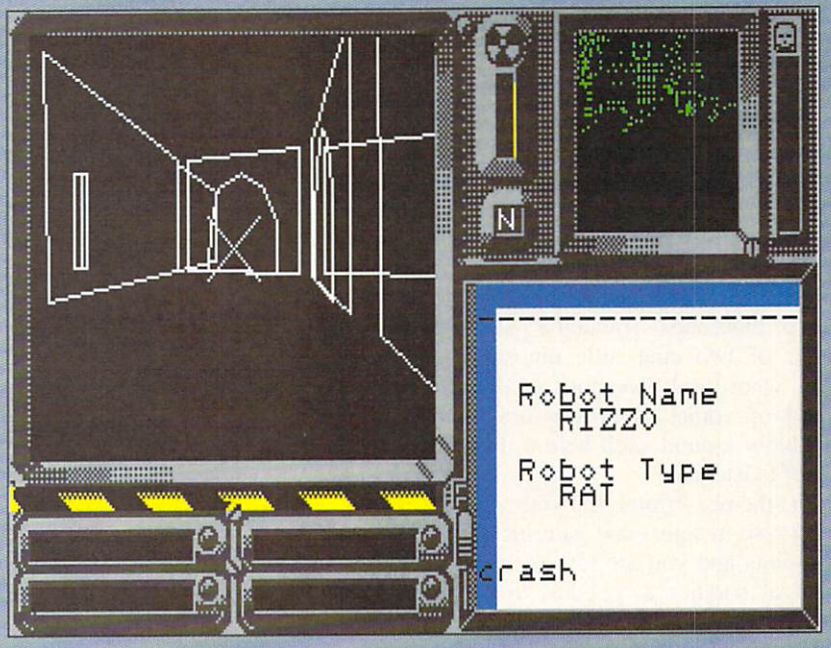
Obviously inspired by the hype surrounding the Bernhard Goetz incident, this game pits you and your joystick against a band of street thugs who know nothing about the Marquess of Queensberry. In your encounters with the "Angels of Death" and "Big Bad Bertha's Gang of Female Marauders" you will no doubt get a knee to the groin, beaten with a pipe while being held by two other gang members, and slashed with razor blades. Thankfully, Taito resisted the temptation to make this game overly realistic in the "blood and guts" department.

Although from a strictly game playing standpoint I can find nothing wrong with *Renegade*, in fact, I find the concept behind this game a bit disturbing. It is more than a little violent, and I would advise parents of young children to keep this in mind when evaluating its merit. This game does in fact glorify street violence and rewards vigilante justice. In an era when these topics are all too often part of the headlines, my conscience continually gnawed at me for deriving pleasure from a game that encourages repaying brutal violence with even more brutal tactics. For that reason alone I find that I can only give a cautious recommendation of *Renegade*. - Loren Lovhaug

Perhaps the best description of *CHOLO* is *Logan's Run* meets *Elite*, *Gortek & the Microchips*, and *Radar Ratrace*, because in reality it is sort of a hodge-podge of all of the above.

The setting for *CHOLO* is a mechanized post-nuclear holocaust society which is living underground and is being "taken care of" by a big brother type master computer. To add a few more cliched plot elements, the computer has malfunctioned and will not allow the human race to leave its bunker even though the radiation levels have subsided, therefore you are asked to free the population. But the familiar nature of *CHOLO* does not end with its well-worn plot. Like an adventure game, you roam about the bunker acquiring new droids and computer programs to reprogram them with. Like an arcade game, you use your joystick to navigate the three dimensional bunker.

All of these aspects make *CHOLO* a very interesting and extremely complicated game. If you don't have any patience, don't bother with *CHOLO*. However, if you are looking for more of a cerebral challenge than the average shoot'em up, *CHOLO* probably has enough twists to it to keep you challenged and entertained for quite a while. - Loren Lovhaug



CHOLO
☆☆☆+

Rainbird
PO Box 2227
Menlo Park, CA 94026
415-322-0900

ZAK MCKRACKEN
☆☆☆☆+

Lucasfilm/Mediagenic
PO Box 7286
Mountain View, CA 94039
415-329-0500

WORLDWIDE STUPIDITY EPIDEMIC LINKED TO SPACE ALIENS IN PHONE COMPANY!

Aliens are reducing the collective IQ of mankind to zero by injecting a 60 cycle hum into the phone lines. The only one who can stop them is *Zak McKracken*, crackerjack tabloid journalist. In this animated adventure, you help Zak and his friends, Annie, Melissa, and Leslie, to destroy the aliens' stupidity machine by piecing together the fragments of an ancient puzzle.

This zany adventure has you travelling with Zak and company to almost every location between San Francisco and Mars. *Zak McKracken* uses the same smooth user interface introduced in *Maniac Mansion*. The puzzles are challenging without being impossible; often there is more than one solution to a puzzle, and you won't have to die a thousand deaths to find it. Keen graphics, clever puzzles, and comical sound effects continually grasp at your imagination and tickle your funny bone.

Zak McKracken has everything a really good adventure ought to have: excellent graphics, realistic sound, an interesting storyline, challenging puzzles, an intuitive user interface, and, most of all, a sense of humor.

- Judith Kilbury-Cobb

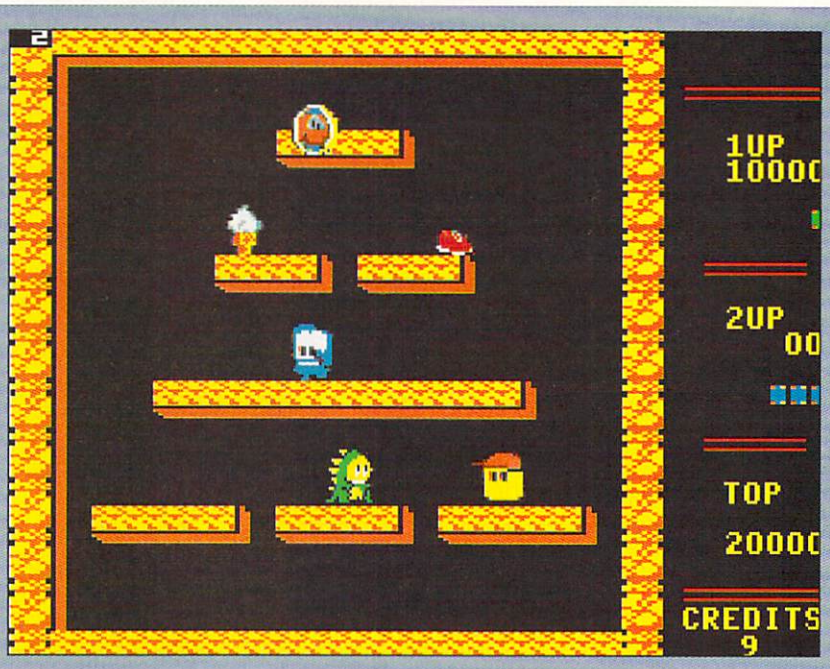
64 GAMES SPECIAL

Bubble-Trouble, Bobble-Gobble
Racket, Snack it, Boo!
After an hour of playing this game
My brain feels as good as new.

Turn up the sound, oil up your joystick, and leave this world of woe for a completely mindless period of pure play. This is a jelly bean of a game. Sweet colors, kicky tunes, and clever animation, accompany an imaginative cartoon cast of thousands. You and a pal can be one or either of two cute little dinosaurs, Bub and Bob, whose only weapons of defense from a hoard of voracious critters are bubbles they can blow around each before munching them out of existence.

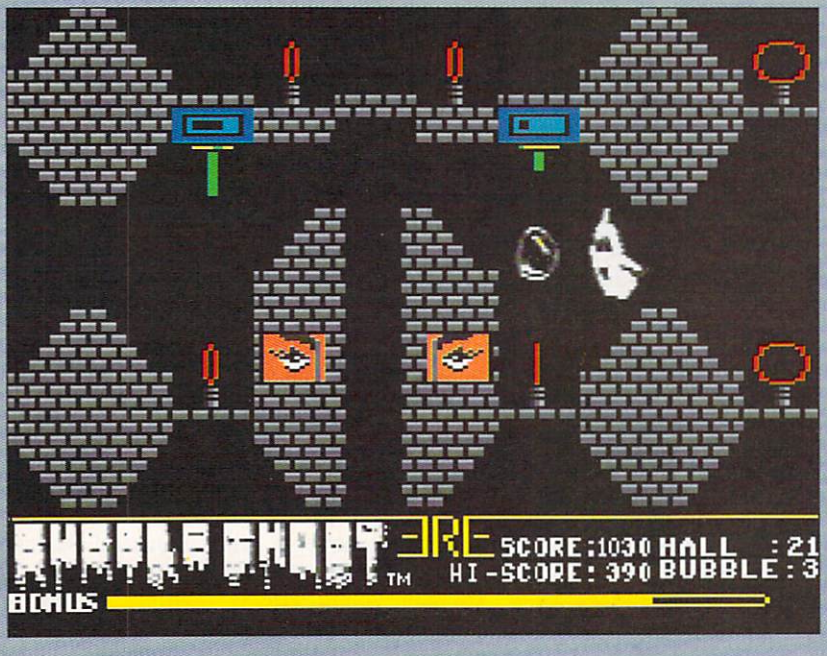
The theme? Primal. Eat your enemy (or anything else in sight) and gain its strength. Rack up points and you are rewarded with a higher level of baddies & goodies to eat. If you've played *PacMan*, *Burger Time*, or any of a thousand other games and had a good time, you're all primed to enjoy this one too. Bon Appetit!

- Sue Albert



BUBBLE BOBBLE
★★★★

Taito
267 W Esplanade Plaza
N Vancouver, BC V7M 1A5
Canada 604-984-3344



BUBBLE GHOST
★★★★

Accolade
550 S Winchester Blvd.
San Jose, CA 95128
408-296-8400

Although the action comes a bit slow in this offering by Accolade, I found the concept unique, the graphics excellent, and the difficulty level increased rapidly. The object here is to maneuver your friendly neighborhood poltergeist through 35 increasingly difficult screens. The tough part is that the ghost must carefully puff a bubble along the way with him, making sure none of the contraptions designed to foil his mission are successful.

Joystick control is a bit awkward and takes some getting used to, as the fire button is required to change the direction the ghost is facing, as well as to puff at the bubble. Learning to get past the many devices designed to burst your bubble becomes the next challange. I must repeat here that the graphics and annimation have an exceptional quality and sharpness which lend this game a very professional look.

In all, I'd have to say that if you prefer fast paced, shoot 'em up action - forget it. But if you'd rather take your time working methodically through to a satisfying finish, *Bubble Ghost* fills the bill.

- Doug Cotton with Jim Oldfield

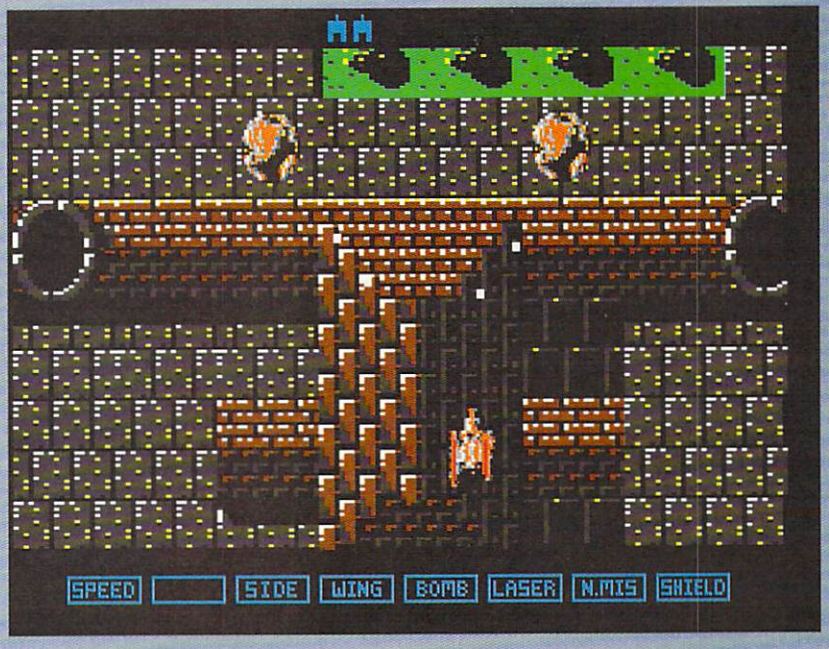
GAMES SPECIAL

The year is 2059 and you are living in exile on the planet Theon. In an attempt to recapture your home planet, the Allied League of Cosmic Nations (ALCON), has selected you (because of your obvious skills) to pilot the ultimate star fighter weapon, the SW475.

Prepare for action as you enter the alien defense zone. The alien ships and ground crews begin the attack. Your skill increases as you shoot more of them down. When destroyed, some alien ships leave behind stars in the sky, and the key to gaining more weapons is to maneuver your spacecraft over these stars. The access level of your arsonal will be highlighted at the bottom of the screen. Gain access to such weapons as bombs, lasers, homing missles, and changing your wing size. Soon you'll achieve the ability to put up protective shields which you will surely need as the game progresses.

The action is fast, especially when the enemy gets behind you. The graphics are good, but the game, as a whole, is not exceptional.

- Saul Cohen



ALCON

★★★+

Taito
267 W Esplanade Plaza
N Vancouver, BC V7M 1A5
Canada 604-984-3344

SOLAR STAR

★★★

Microdaft
19 Harbor Drive
Lake Hopatcong, NJ 07849
201-663-0202

Solar Star is a fast-action arcade game for the C=64. You command an advanced recovery craft to collect valuable crystals from 16 solar grids, which are protected by a computer with a deadly disrupter force. The screen is partitioned into four display areas that show the front-grid view, a short range and overall grid scanner view, and a status window. It takes a while to get oriented to where you are on the scanners screens, and you must keep a close eye to avoid hitting disrupters or walls. But after that, the game becomes addictive. Speeding through the grids, making split-second turns and decisions on whether or not to fire at the disrupters which will release their green crystals so you can collect them, and avoid hitting the walls, takes keen reflexes. Also, valuable energy will be wasted if you do not watch your speed or if you get trigger happy. Getting energy from the warp cell is tricky, because it is hard to enter the revolving door. After collecting 10 crystals, you must shoot at the warp cell to advance to the next level. As the grids get tougher, repeated shots at the disrupters are needed to release the crystals. But watch out - if a stray crystal hits a red energy pulse, all the crystals you collected are destroyed.

- Paul A. Hughes

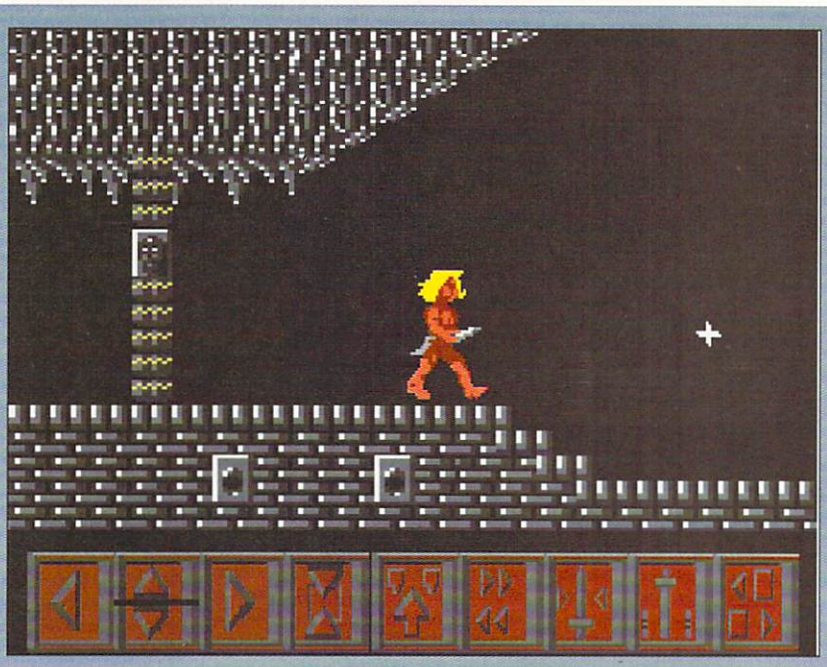
GAMES SPECIAL

Hegor the Barbarian, he of the Schwarzeneggerish appearance (not to mention mentality) has come to the C64, brawn, oofs, and grunts intact. The translation of the hit Amiga game bears up fairly well, considering the limitations of playing with a joystick instead of a mouse.

The graphics wizards at Psygnosis have performed some minor miracles - *Barbarian* looks nearly as good as it does on the Amiga. The game itself is virtually the same, with the same creatures and the same puzzles. And the same maddening way of killing me off every time I get going good.

If you've never played the Amiga version of Barbarian, you'll be impressed. If you have played the Amiga version, you'll be extremely frustrated by the joystick. It just doesn't respond fast enough or easily enough to give the flexibility of movement needed to win the game, and trying to use keyboard commands is impossible--even the manual recommends against it.

- Arby Fuller



BARBARIAN
★★★+

Psygnosis/Melbourne House
711 W. 17th St.
Costa Mesa, CA 92627
714-631-1001

THE PRESIDENT IS MISSING
★★★★

Cosmi
431 N Figueroa St.
Wilmington, CA 90744
213-835-9687

Fans of Robert Ludlum's political thrillers will love this game. A gang of international terrorists have abducted the President of the United States, along with several other heads of state. Before you know it, you're up to your dossiers in intrigue, plots, and most of all, files. You have been told anonymously that the answer to the mystery of how the deed was done and where the missing politicos are being held is somewhere in the classified files you have been given access to.

The mechanics of the game are something like dealing with the government itself: about the time you find something, you get sent somewhere else. On four sides of two disks, the game is huge. I do wish that it would leave you where you last accessed a file, instead of sending you back to the main screen to start all over again (usually with a disk swap). To help in your inquiries, you have a network of agents you can assign to any task you want.

If you relish the role of investigator and have a knack for ferreting out pertinent details, then this spy thriller on disk will entertain you for many hours.

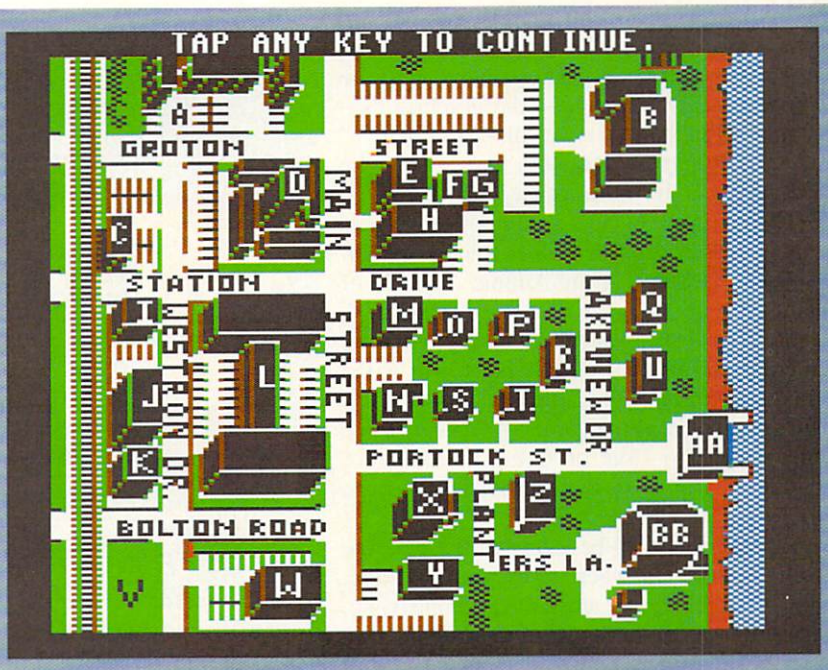
- Tom Malcom

64 GAMES SPECIAL

EXTRA! EXTRA! Read, read, and read, all about the crime wave sweeping the fictitious town of Huxley. Join the Police force and pit your detecting skills against the clock with the aid of a clue book and on-screen city map. Interrogate a wide variety of perceptively drawn suspects, find evidence at crime scenes, and call in aid from labs and the Feds. Twelve interesting, up to the minute crimes, from bricks through a synagogue window to murder most foul, to P.L.O. terrorism. Your intuitive and deductive skills will be rewarded by promotions up through the police department ranks.

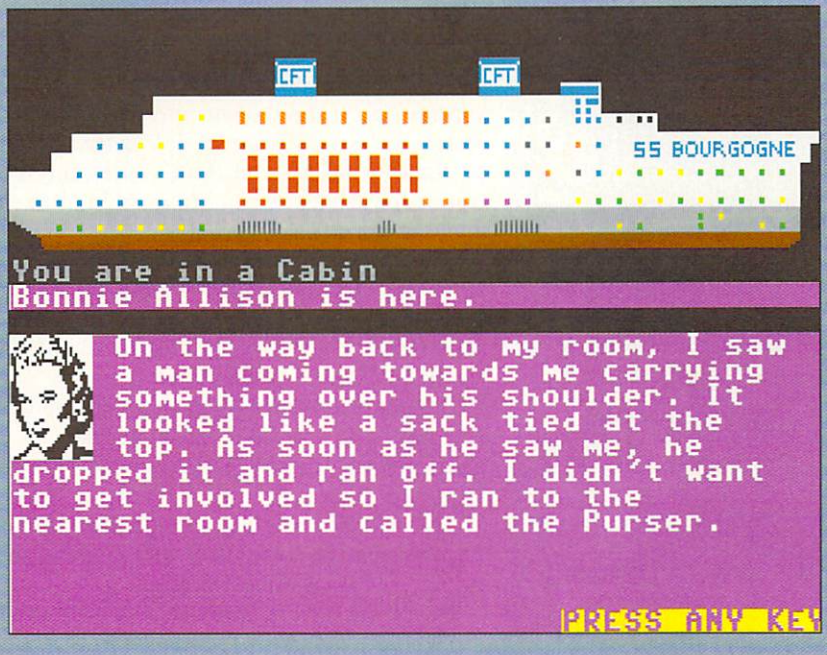
This game prompted my own sleuthing when I noticed the 1984 copyright date and began to put together evidence like the clever but tedious overuse of the clue book instead of screen text, and endless screen redraws instead of mouse or joystick selection. Yup, this program is written in slow, disk munching Basic, and may just be a newly packaged re-issue of an oldy but goody. With its simple but effective program solutions, *Felony!* is certainly NO crime. Be forwarned, then have at it, Rookie!

- Sue Albert



FELONY!
★★★

Thunder Mountain/Mindscape
3444 Dundee Road
Northbrook, IL 60062
312-480-7667



MURDER ON THE ATLANTIC
★★★+

IntraCorp
14160 SW 139th Court
Miami, FL 33186
305-252-9040

In an Academy Awards for software with a category for gimmickry, *Murder on the Atlantic* would be an odds-on nominee. The package contains an entry form to a contest for solving the shipboard mystery with a $10,000 grand prize. The box is also filled with "physical evidence" mentioned in the program text. These items include letters, calling cards, the ship's radio log, flotsam and jetsam of shipboard romance and intrigue, and a curious envelope with an actual button, paper clip, snippet of phone wire, and piece of string. The box has a real plastic magnifying glass attached to the cover.

Oh yes, the program. On board a cruise ship in 1938 you can enter and look at over 600 locations, and interview 40 suspects in this easy to use text game with minimal key use. There are dangerous booby traps that will add YOU to the increasing collection of dead bodies, locks with unknown combinations, and cantankerous elevators. If you dare to leave off a write-protect on this copy protected disk, you can re-enter the game where you exited. Simple graphics and a tired story line, a SLOW boat to riches or fun.

- Sue Albert

In the Beginning, there was the text adventure - because computer graphics were nonexistent. Then there was the text/graphic adventure - and the graphics usually just got in the way (slow disk access.)

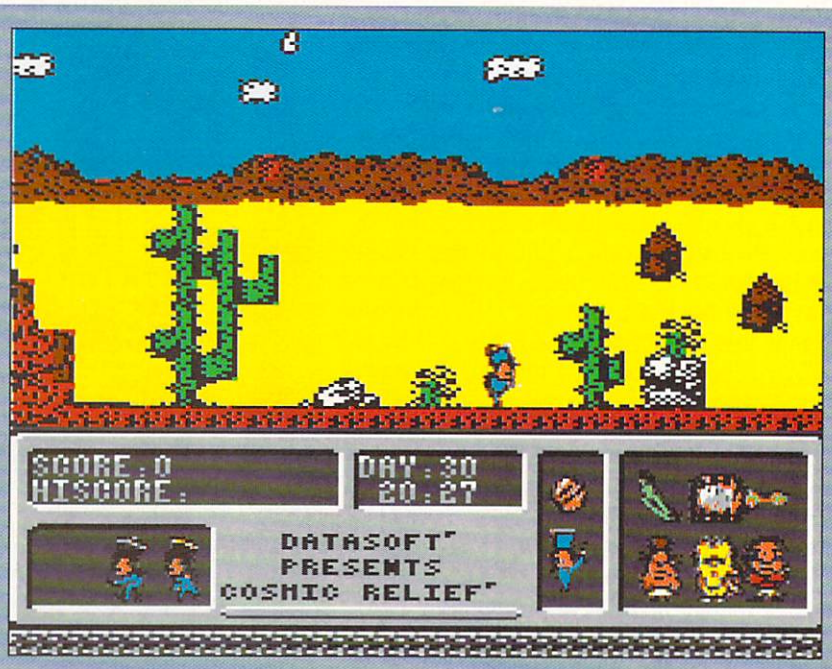
Cosmic Relief by Datasoft, Inc. solves the latter problem by doing away with text!! It plays like *Pitfall*, et al, but you collect objects and use them to find Professor Renegade, "inventor of the Swiss Army Animal (capable of functioning as a cow, a goat and a chicken)", who also correctly predicted that an asteroid was on collision course with Earth. He is the only one who can save Earth now.

What I played of the game was entertaining, albeit dangerous (lots of flying pterodactyls, acid rain and snakes). Benn Daglish's music is tops.

But there seems to be a bug in the balloon, which refused to veer right for anything. *sigh* Some objects are hard to identify, so, thankfully, there's a Think mode, but the hint book for quitters (supposedly included) didn't make it from the INFO offices. The manual itself is more humorous than hintful.

Cosmic Relief is for the 64/128. Joystick recommended.

- Don Romero



COSMIC RELIEF

☆☆☆

DataSoft/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

WASTELAND

☆☆☆

Interplay/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

You've seen the movies. Read the articles. Now play the game of life after nuclear holocaust. *Wasteland* is an ambitious (four disks!) D&D type graphic adventure set in the mutant infested Southwest, and plays like a mixture of *Telengard* (remember that far back?) and *Bard's Tale* (only better) with weapons ranging from 9mm pistols to uranium tipped LAW rockets.

The play system is easy to use, and the "save anywhere" feature is also a powerful weapon in your arsenal. Modest graphics and animation (liked the vermin infested skull) but *sigh* no music or sound effects.

The combat system is loaded with options, yet simple to use. But when a character or party gets in trouble, combat results are too forgiving. *Wasteland*'s predators have a Code of Honor - they don't attack the unconscious. A party that is completely incapacitated can survive and (most times) win.

Then there's *Wastelands*' disk backup utility - over two dozen disk swaps for four disk sides? Puh-leease!

Nevertheless, I see *Wasteland* becoming a very popular 'wastetime'.

Fairly clear instructions and a hint booklet are included.

- Don Romero

Bard's Tale III, the latest edition of the Bard's Tale series from Electronic Arts, really exceeded my expectations. No adventure game player should be without it.

The game itself is lots of fun and full of monsters for your characters to fight. Gold is abundant, but you will often find yourself fighting for it. After all, nothing's free! The game also accesses the diskette faster than before. Gone are the long disk read waits between every move.

New features include: auto-mapping, improved game save, NO copy protection (Yea! EA!), seven types of spellcasters, over 100 spells, over 500 monsters, 84 dungeon levels and seven dimensions to conquer, great graphics and nice sound effects.

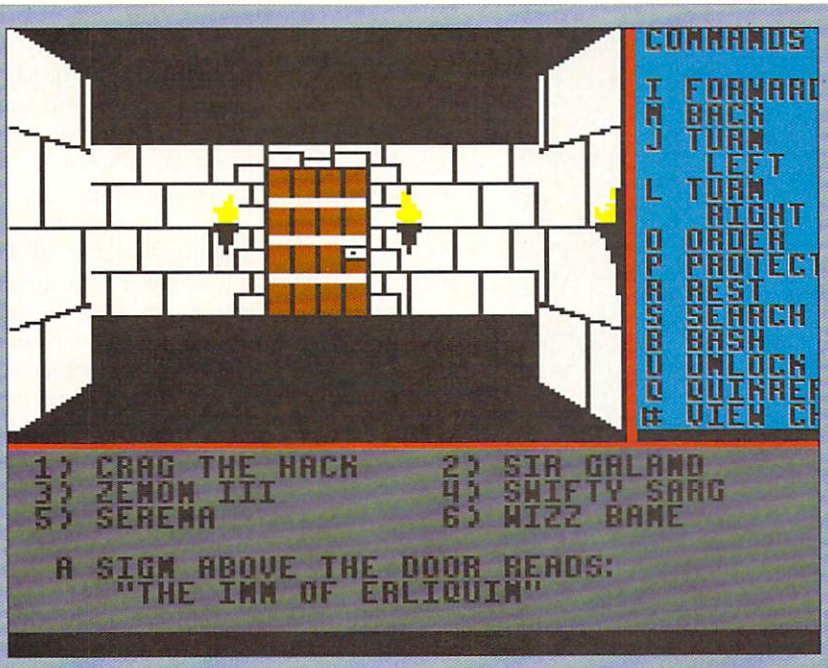
The only feature that I did not like was the backup feature. EA is a pretty hi-tech company and I'm surprised that they would use such a poor disk copier. Even I could do better than that! Switching disks over four times is ridiculous.

If you are an avid adventure game player then *Bard's Tale III* is the game for you. This game will keep you busy for months, if not years. So, grab your broadsword and jump on a horse. I'll race you to the store for this one!

- David W. Martin

THE BARD'S TALE III: Thief of Fate
★★★★+

Interplay/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171



MIGHT AND MAGIC: Book One
★★★★

New World Computing
P.O. Box 2068
Van Nuys, CA 91404
818-785-0519

Might and Magic is a fantasy role-playing game which should provide hours of absorbing fun for kids of all ages. Similar in concept to the famous *Wizardry*, *Might and Magic* is much more detailed and extensive.

Your job is to find the legendary Inner Sanctum. Your party will consist of six characters each of which can be one of six classes: Knight, Paladin, Archer, Robber, Cleric or Sorcerer. The world of Varn is a HUGE world with plenty of dungeons, caves, caverns, castles and mazes to keep you busy drawing maps. The action takes place in 3-D ground-level perspective and the graphics and scroll rate on the C64 are quite well done.

Character development is a lot slower in this game than in most RPG games, possibly because the area to be explored is so gigantic. Another different aspect of this game is the 'monsters'. The strength of a monster is not determined by where you encounter it, but on the level to which your character has developed. This was probably done because of the huge size of the game. Consequently there are no 'easy' monsters in the game ... as you get tougher ... so do they!

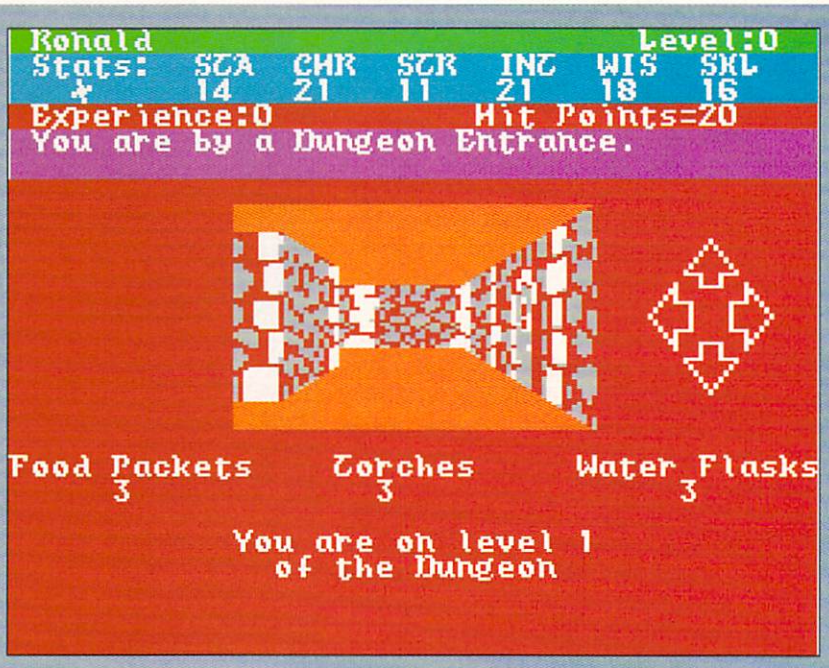
This is a must for any RPG fanatic.

- Art Lewis Kimball

GAMES SPECIAL

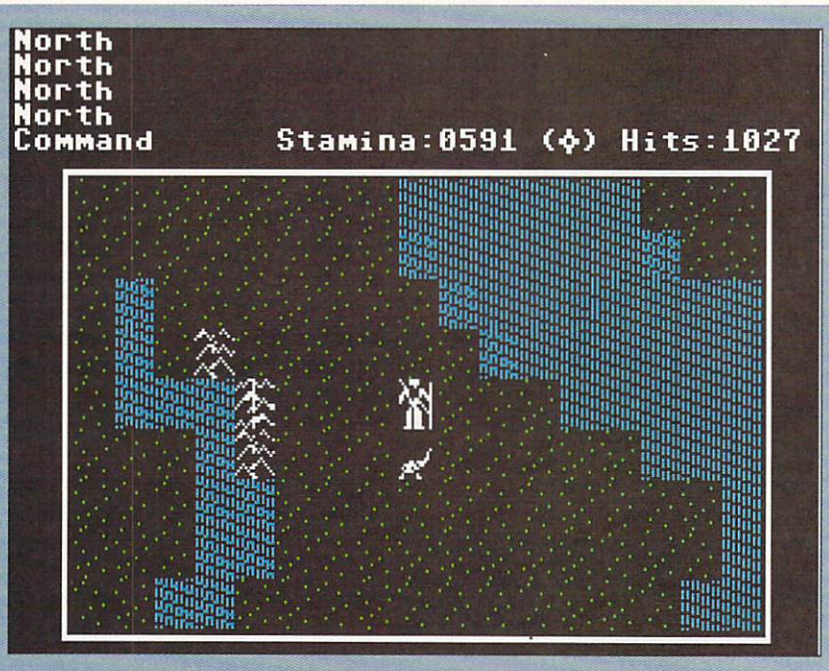
Step into another world as you begin *The Dungeon*, the second in the *Alternate Reality* series of role-playing games. Assume a character and spin the wheels to determine what properties, called stats, the fates hold for you. Stats such as charm, stamina and strength will help you survive in this sometimes hostile world. Use your joystick to maneuver through a myriad of hallways, seeking encounters. Your first stop should be the Damon and Pythias Shoppe where you can buy a compass (highly recommended), torches (it gets dark in certain locations), food, water and weapons.

Alternate Reality was a refreshing change from shoot'em up games. I liked the graphics and the ease of moving around. The game promises a great deal with four different levels to explore, each built under one another. There are encounters with both good and evil as you attempt to develop your character. You may stop the game at almost any point and save your character to disk. Players of *The City*, the first *Alternate Reality* game, can transfer their previous characters to *The Dungeon*. The documentation has been well planned and one could spend a number of hours dwelling in the dungeon. Make a map!!! - Saul Cohen



ALTERNATE REALITY: The Dungeon
★★★+

DataSoft/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171



WRATH OF DENETHENOR
★★

Sierra On-Line
PO Box 485
Coarsegold, CA 93614
209-683-6858

A storyteller reveals a tale of horror of what has befallen your country. It seems Lord Denethenor, ruler of Mystenor, has used his magical powers to gain control over three other lands. While no army is strong enough to defeat Denethenor, it has been said that one adventurous soul may do him in! A stranger arises, claiming that he might be the one. Assume the role of the stranger as you attempt to conquer Denethenor.

This game was difficult to comprehend from the start. The first task was to create a character. This involved a number of confusing and time-consuming disk swaps. After several long minutes a character was finally created, but the procedure left me wondering whether I had erased any of the disks in the process.

All the controls are from the keyboard and as I tried to maneuver around the screen using the directions from the accompanying 5 x 7 card, several creatures began to follow me around. No attempt at conversation, battle, or magic was successful at evading them. I was almost glad when my character died and I could start over. Several further attempts at the game showed no improvement. Perhaps you can do better, but there are other role-playing games I would much rather play than this one. - Saul Cohen

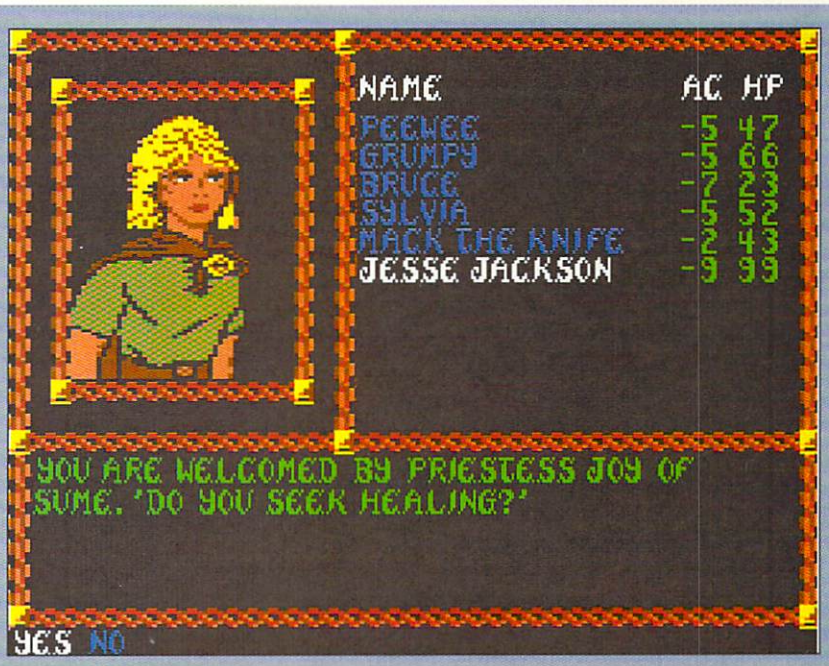
This is the first official computerized Advanced Dungeons and Dragons role-playing game. Was it worth the wait?

Gameplay follows the rules faithfully, though traditional AD&D role-players will find the computerized dungeon master more restrictive than an imaginative human DM. The adventure itself, which takes place in *Forgotten Realms*, is highly detailed, as befits an "official" game.

Unfortunately, the amount of information needed to run an AD&D adventure simply overwhelms the C64. This game comes on eight sides of four disks. Melees are a tedious affair, with the C64 pushing hard to calculate all the various combat results with combat-chart accuracy. Additionally, *Pool*'s copy protection involves looking up many clues and messages in the user manual or on a code wheel, which slows things down even more. The 3D maze graphics and text displays are typical for the genre.

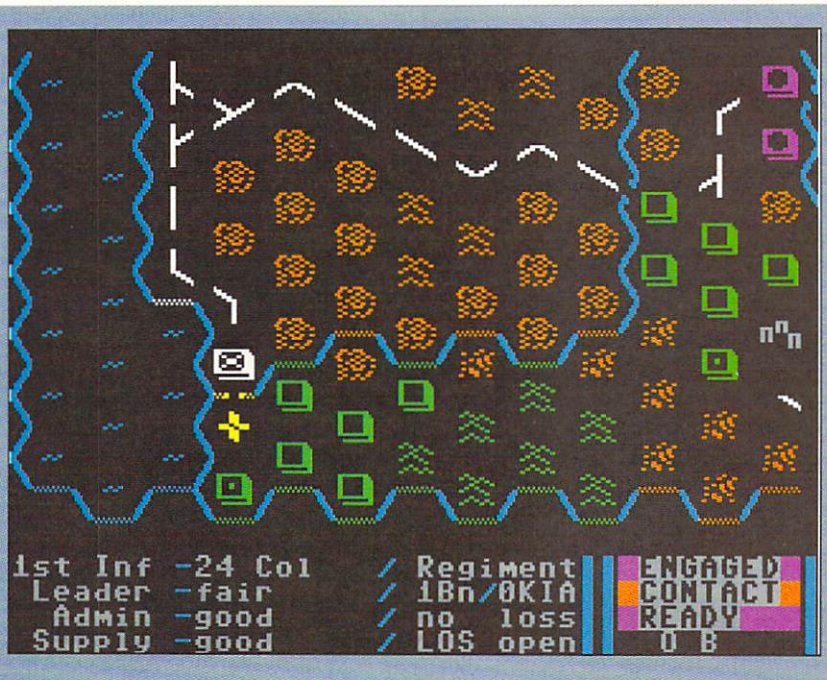
Seasoned gamers will certainly enjoy finally having "real" AD&D on their computer. But this adventure is best suited for players who are more concerned with authenticity than action.

- Mark R. Brown



AD&D
POOL OF RADIANCE
★★★+

SSI/EA
1820 Gateway Drive
San Mateo CA 94404
415-571-7171



ROMMEL:
Battles for North Africa
★★★★

Strategic Studies Group
1747 Orleans Ct.
Walnut Creek, CA 94598
415-932-3019

In *Rommel*, the team of Roger Keating, Ian Trout and Strategic Studies Group have added another hit to their ever-growing list of first rate war game simulations.

The system is extremely well thought out and simple. Game play consists of a series of menus. Once you have become familiar with the system, it seems to disappear and you are left virtually facing the enemy as you plan your strategy and carry out your campaigns.

The manual is one of the best I've seen, containing clear, concise instructions and historical background for the scenarios. The package also includes a pair of map cards, four menu cards, disk labels for save disks and information about RUN 5, SSG's wargaming magazine.

Rommel consists of seven scenarios from Rommel's greatest victories as well as a scenario for an imaginary eight-day invasion of Malta.

Using *Wargame*, SSG's wargame construction set, you can create variations of the historic scenarios as well as designing your own, original battles. *Warpaint* allows you to customize the icons and symbols by changing their shape and colors.

This is one of those pieces of software you'll still be playing five years after you buy it.

- Art Lewis Kimball

GAMES SPECIAL

An obvious attempt to cash in on the popularity of TV cop shows, *LA Crackdown* casts you in the role of an officer who controls a rookie cop on the trail of big-time smugglers of electronic components.

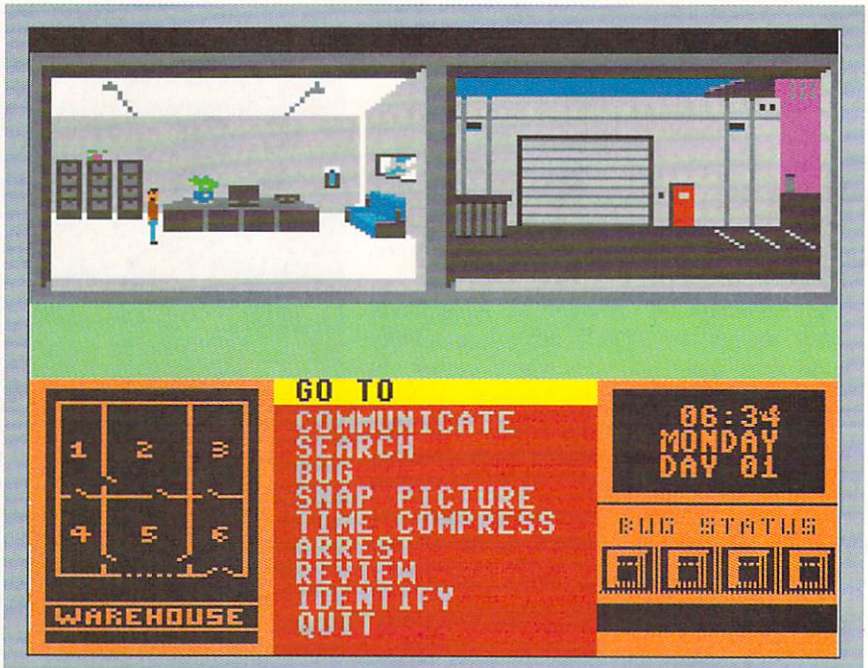
Everything is controlled by joystick, making for easy but inflexible play. There are some nice touches of animation, but the sound effects aren't much.

Initially, the only place you can go is to a warehouse run by the suspected smugglers. You guide your rookie through the building, snooping around, planting bugs, and generally acting like cops do on TV. Later on, you can follow suspects and go other places. Since most police work consists of waiting around for something to happen, there is a Time Compress option that will instantly take you through anywhere from 15 minutes to 4 hours.

I do have one main gripe: whenever you put your rookie in an untenable situation, like searching a room without a warrant when there's someone there, he is suddenly simply "dead of his injuries". I'd like to know just why he's dead!

LA Crackdown isn't a bad game, it just isn't very interesting.

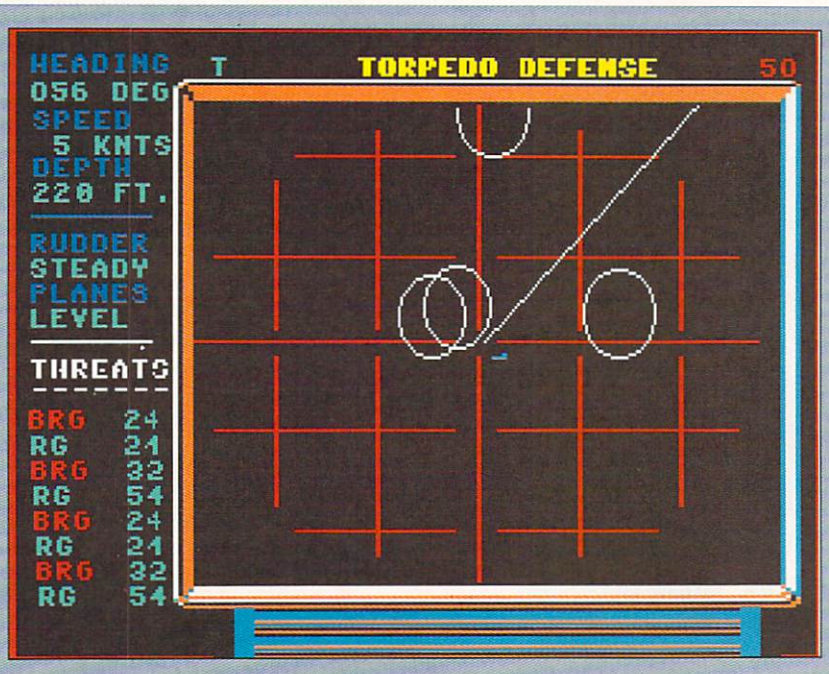
- Tom Malcom



LA CRACKDOWN

★★★

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606



RED STORM RISING

★★★★

MicroProse
180 Lakefront Drive
Hunt Valley, MD 21030
800-645-8632

This simulation of nuclear submarine warfare is based on Tom Clancy's best-selling novel of the same name. It is as accurate and detailed as anything MicroProse has published to date.

The entire computer keyboard comes into play in this game, with each key controlling some aspect of submarine command. Multiple displays let you track ocean conditions, radar and sonar, and just about anything else you can think of. Unlike WWII submarine simulators, you don't just look through the periscope and fire torpedoes in *Red Storm*; in fact, you can play the whole game and never even use the periscope! Like most everything else, sub warfare is now totally computerized.

And that is, perhaps, *Red Storm*'s only weakness. Modern sub warfare involves more planning and button-pushing than action. There are no killer eyeball-twisting animated graphics and screaming missile sound effects like you get with modern aircraft simulators. Here, you just allocate your resources, push your buttons, and await the outcome. Dedicated simulation fans will love the degree of detail in this game. Others will long for more action.

- Mark R. Brown

GAMES SPECIAL

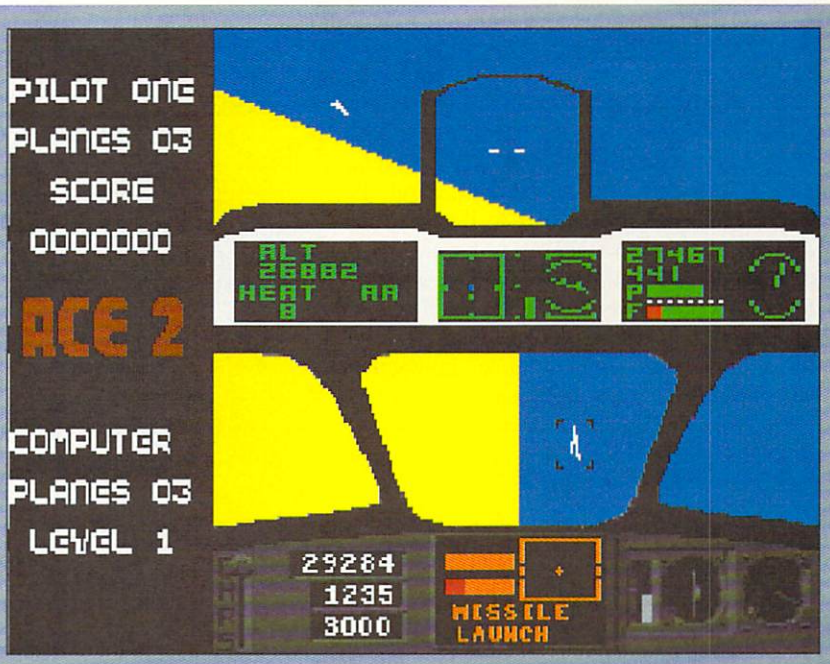
I know a lot of people are really turned on by flight simulators, but for me, staring at crudely drawn scenery while my screen sways back and forth is somewhat less than stimulating. Up till now I had to be content with games where your opponent was the computer. Usually this translated into my being constantly blown out of the sky by some silicon flyboy; but even on that rare occasion when I did get the best of my opponent it always lacked that certain *coup de grace*. After all, it is hard to gloat over a computer.

But with *ACE 2* and another human being you can have a head to head dogfight against something more compelling than an algorithm. Yes that's right, *ACE 2* features two player head to head flight simulation and combat.

The speed and fluidity of *ACE 2*'s graphics are the best I have seen on an eight bit microcomputer, which is especially impressive when you consider that the program is constantly updating not one, but two separate instrumentation and flight displays.

The game's object is quite simple, kill or be killed. If there is any weakness with *ACE 2* it is its documentation, which is nothing more than a terse command summary.

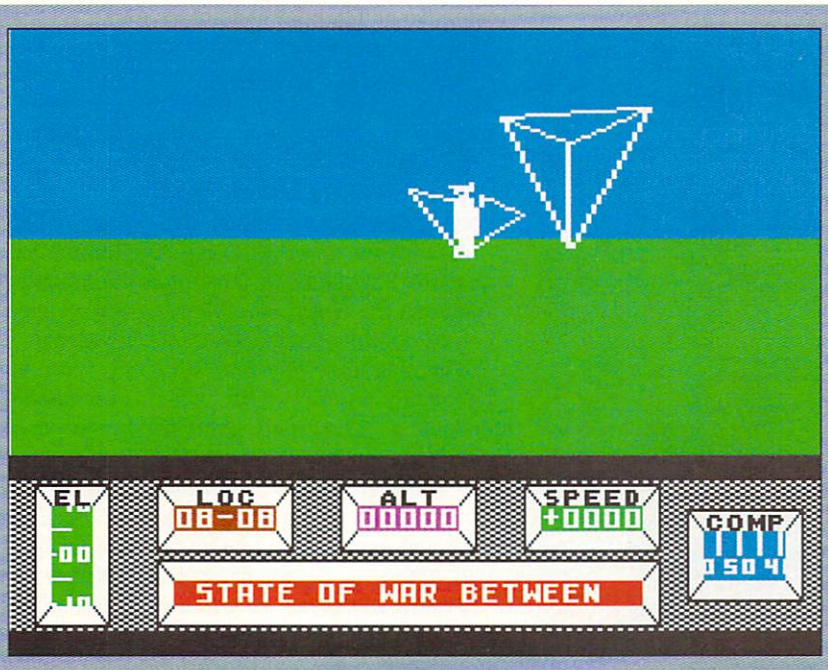
- Loren Lovhaug



ACE 2

★★★★

UXB/Spinnaker
One Kendall Square
Cambridge, MA 02139
617-494-1200



MERCENARY

★★★★

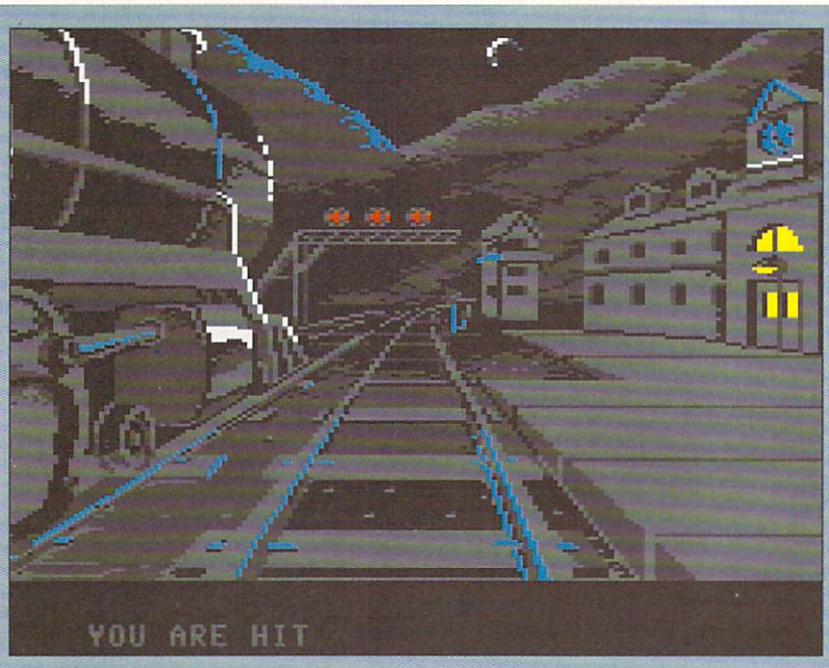
DataSoft/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

You have completed your latest mission and are en route to some much needed R&R when Benson, your computer companion, informs you that there has been a malfunction: you are about to crash-land on the war-torn planet Targ. And so begins the graphics action-adventure. On this big world and its satellite, both belligerents would like to hire you to aid in their efforts. It's up to you to choose sides (and earn money). Be careful who you shoot--if you pick on both sides there will be no reward. And this is what you need to reach your ultimate goal: an interstellar ship to get you off this ---forsaken planet! The graphics and animation are smooth and fast, better than I expected for 8-bit flight simulation and other action. Objects are hollow 3D wire-frame, with perspective. Flying the variety of vessels is great fun, and both you and your ship are basically indestructable. This is a beginning- to intermediate-level adventure; maps, notes, and some insight are all necessary for successful completion. Plan on 10 to 30 hours of search and play before you get through this one. *Mercenary II* is promised, so be sure to save your game before you finally get away.

- Tim Sickbert

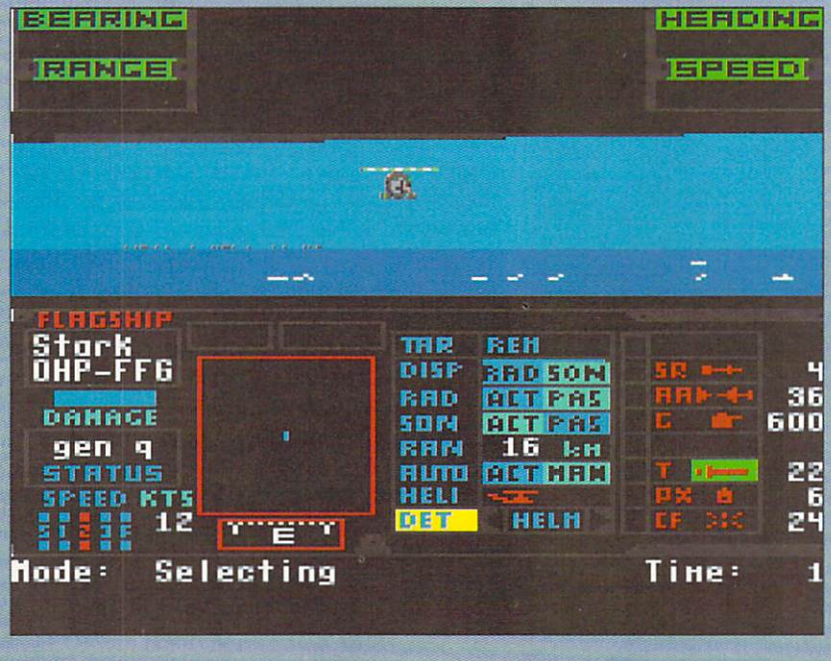
The Train is a train simulator game with some arcade-action sequences, which places you in the point of view of a member of the French Resistance in World War II. The game is set at night, when you must capture a heavily guarded train in Metz. The train is laden with a valuable cargo of French art treasures on its way to Berlin. Your mission is to hijack the enemy war train, head west to the border and deliver the cargo safely to the Allies at Riviere, Normandy. The detailed graphics and realistic sound effects add to the atmosphere of being in an interactive movie. In the extremely well-drawn interior of the cab, you shovel the coal in the furnace, blow the whistle, blow off steam, keep an eye on the gauges, switch tracks, reverse to re-visit stations, plan your route on a map of France, and use the telegraph at stations to send messages ahead to your fellow resistance fighters or intercept enemy intelligence reports. *The Train* is an enjoyable, absorbingly realistic action game which can be played many times without boredom.

- Paul A. Hughes



THE TRAIN:
Escape to Normandy
★★★★

Accolade
550 S. Winchester Blvd.
San Jose, CA 95128
408-985-1700



STRIKE FLEET:
Naval Task Force Simulator
★★★+

LucasFilm/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

Can you earn the rank of Fleet Admiral? Your skill at commanding naval task forces in simulations of real historical and hypothetical future objectives will determine your rank. This action strategy game features ten scenarios, giving you the minimum resources to accomplish objectives such as escorting tankers through the Persian Gulf, searching for and destroying Argentinian subs near the Falklands, or containing Soviet attack forces in the North Sea. Many of the scenarios can be combined into extended campaigns.

The play generally runs smoothly, but could be much improved if, when commanding dozens of ships and helicopters, you could give independent patterns of orders (such as "go forward 5 klicks, stop and listen for subs for 5 minutes, go forward 5 klicks..."). Every now and again, the game goes buggy--sending helicopters in circles or showing shadows on the radar; these can be corrected by giving different commands. The display can be confusing because it shows the bearings and headings of other ships in numeric degrees and km/hr while the bridge you work from shows an analog compass and knots. It's a good game, and it will give many hours of play.

- Tim Sickbert

Bismarck is a battleship and strategy simulation set in the North Sea. The game allows you to relive some famous WWII battles and create your own along the way.

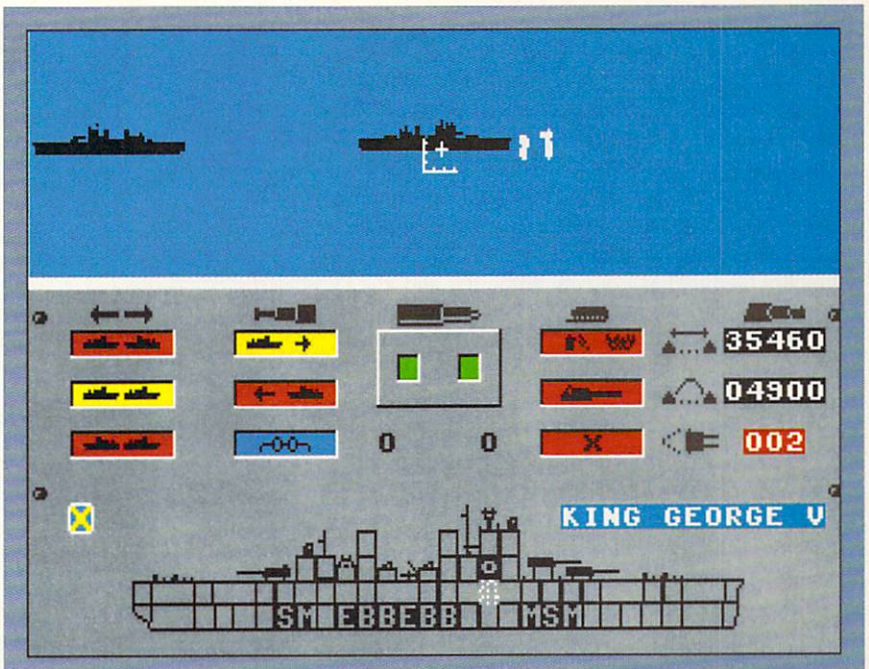
Game play takes place on the high seas in the North Atlantic. Simulated time is used and a long game actually lasts about 3 hours. Due to the length of game play a save feature is available.

Bismarck offers a variety of battle simulations that include air strikes, day and night battles, and a variety of armaments. You play either the British or German side. The computer simulation is made realistic by offering weather reports, sound effects, and a whole lot of features.

Since *Bismarck* is a lengthy game (standard version) the program gives you the option of playing shorter versions of the game. You can select individual battles to play to practice your battle skills.

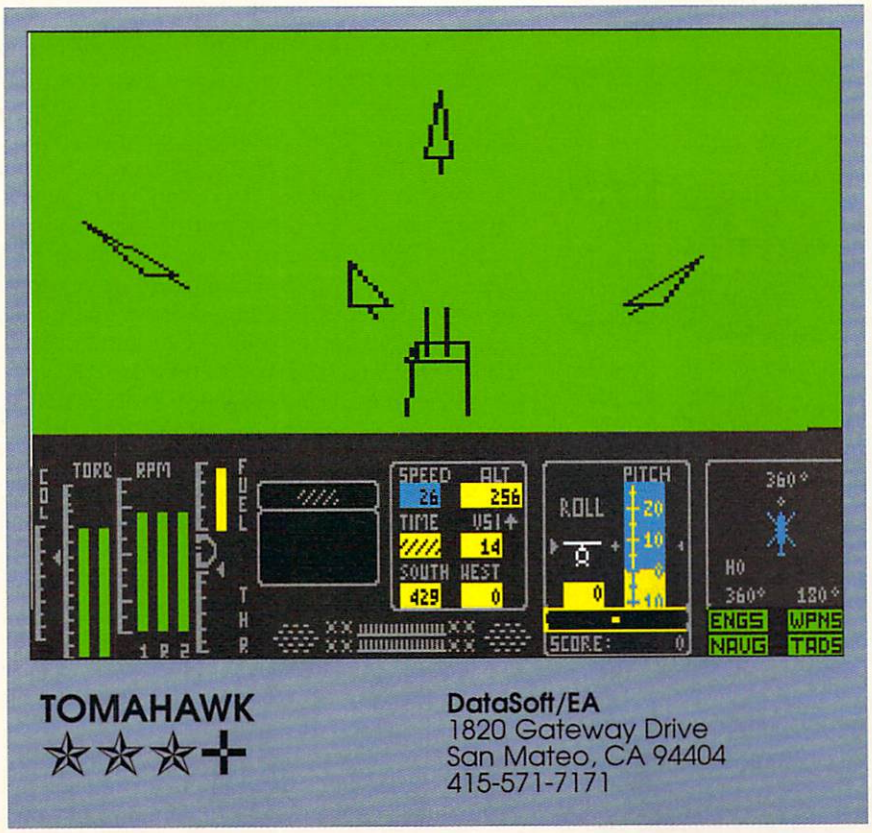
Although *Bismarck* is a rather complex game (reading the manual is recommended) it can be enjoyed by most people. It's definitely not a game for folks who like shoot 'em ups or arcade games, but folks who like action-adventure games will really like this one.

- David W. Martin



BISMARCK:
The North Sea Chase
★★★+

DataSoft/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171



TOMAHAWK
★★★+

DataSoft/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

Tomahawk is a 3-D real-time flight and combat helicopter simulator of the U.S. Army AH-64A Apache, the deadliest chopper in the world. The detailed 17 page manual lists Aviator's Glasses and a Pilot's License as requirements. You are in control of the Apache, with a complete weapons system, including rockets, 30mm chain guns and laser-guided anti-armor hellfire missles. As you control the chopper from the hi-res detailed instrument panel, you have a choice of 4 pilot rating levels of combat, or training missions with day, night, or bad weather conditions. *Tomahawk* is very easy to control and maneuver with the joystick, thanks to keyboard commands that control the rudders and collective for easy hovering, turning, backwards and sideways flight. Torque turning and limited aerobatics are allowed. The packaging for *Tomahawk* is a major bonus for the aircraft aficionado. The Quick Reference Guide lists all the helicopter's joystick and keyboard controls as well as a detailed diagram of the instrument panel. A full-color 3-page fold-out goes into full detail on the history, design, development and specifications of the Apache. Air-to-Air Combat techniques and Helicopter Aerodymanics are illustrated and explained.

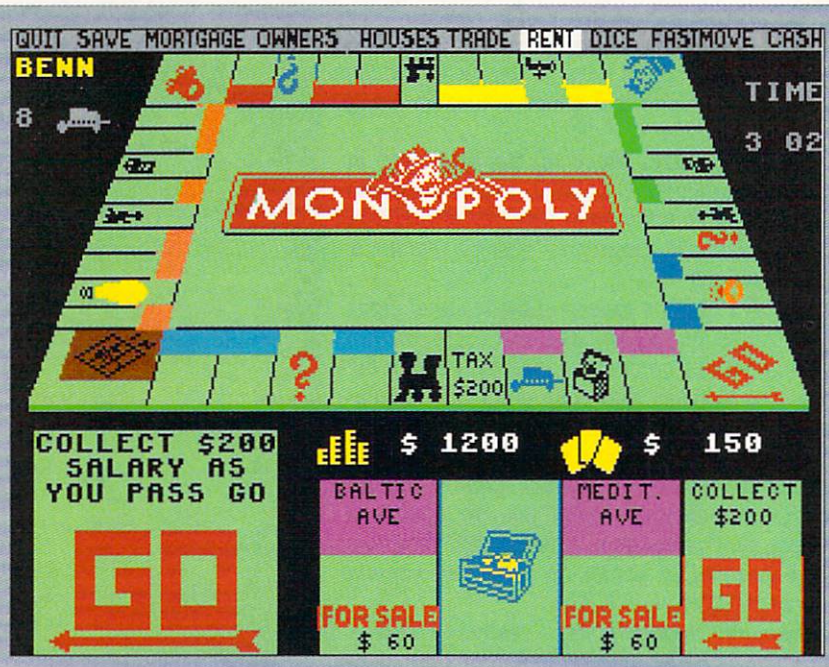
64 GAMES SPECIAL

If you can read this you are probably familiar with the *Monopoly* board, little green houses, big red hotels, multicolored play money, and charming pot metal player tokens. *Monopoly* went professional during the Great Depression year that I was born. It holds lasting nostalgia for long rainy afternoons, popcorn, and arguments with my sister over who got the scotty dog token.

Leisure Genius has done an authentic and authorized conversion letting the computer strut its stuff as a merciless partner, added music plus sound effects, while still keeping all the traditional game graphics. Now you may save to disk those endless battles between your entrepreneurial skill and the capitalistic greed of up to eight human or computer opponents. Speed up the original slow pace or play a timed game. A bar at screen top gives you game and computer options. A swell 30 page manual gives the game rules, screen descriptions, and loading information. It's still your responsibility to pay attention and collect your rents when another player lands on your property.

So! Go make popcorn in the microwave, boot up *Monopoly* on the computer, but remember, I still ALWAYS get the scotty dog.

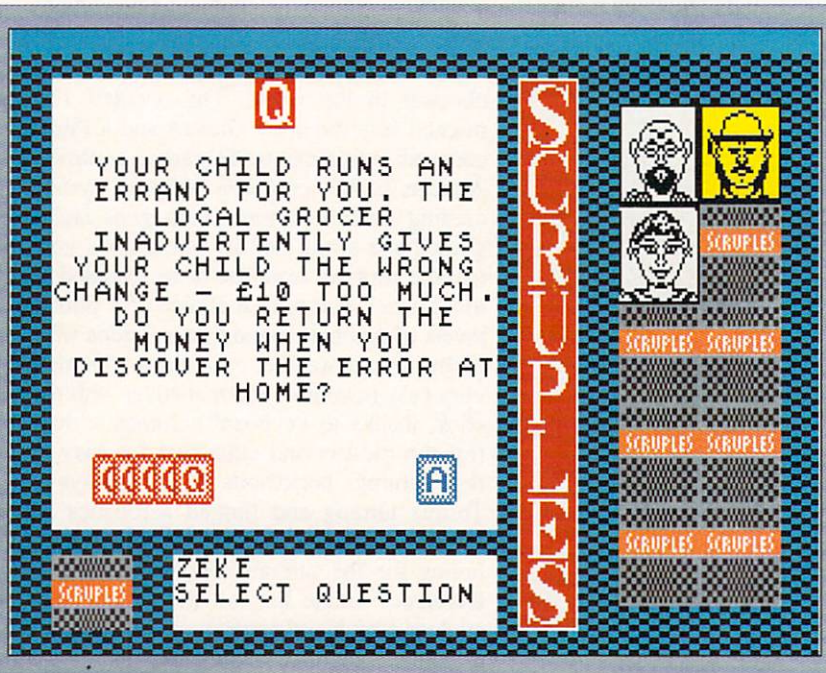
- Sue Albert



THE COMPUTER EDITION OF MONOPOLY

★★★★

Virgin/EA
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171



SCRUPLES

★★+

Virgin/EA
1820 Gateway Drive
San Mateo, CA 94404
(415)572-2787

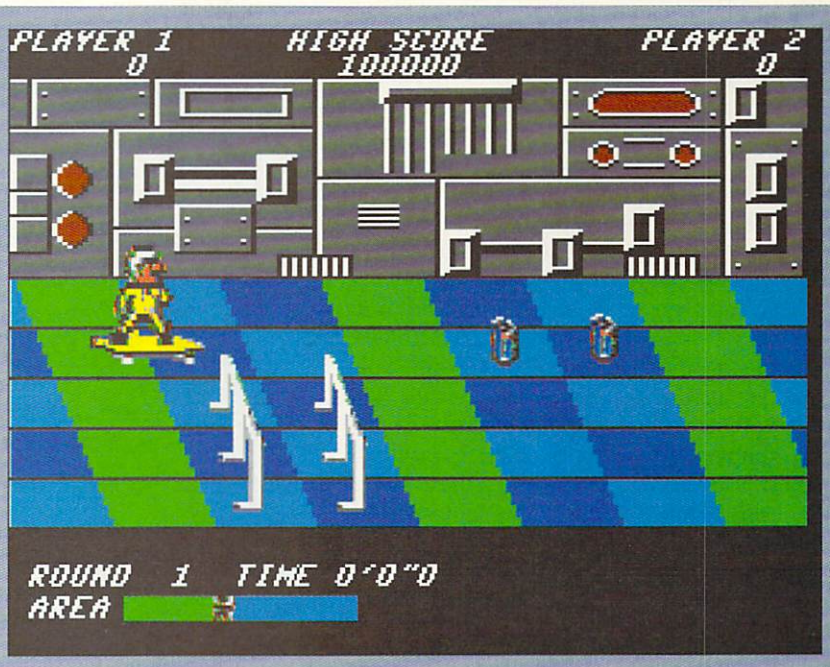
You've accepted a date when someone you really like calls and asks you out for the same night. Do you try to get out of the first date?" This is the sort of dilemma *Scruples*, an ill-conceived computer adaptation of the popular boardgame, poses to you or your computerized opponents. The game's action (if you can call it that) revolves around asking and answering "dilemma" questions. The object is to predict which of your opponents, represented by tiny, sketchy line drawings, will answer a dilemma question in a certain way. You base your prediction on your knowledge of their personality characteristics, which were established at the beginning of the game.

Scruples would have been much better off left as a boardgame. What makes the original *Scruples* fun is interacting with other humans. The computer version goes through all the motions, but the key ingredient is missing: people. Even if you do get all your buddies together and huddle around the computer to play, I think you will be disappointed because you have to focus your attention on the screen instead of each other. My advice to you is to skip *Scruples* the computer game and pick up the boardgame instead. - Judith Kilbury-Cobb

Metrocross is an enjoyable arcade game which takes you through a series of subway tunnels in an attempt to beat the clock and score points. Catch your breath as you make it through, because the next level promises you even more "thrills and spills". Beware of the obstacles, such as the slimy sticky green tiles, potholes, and air vents, as you try to score extra points by your daredevil activities. Hop on a skateboard, use the springboards, or kick the neon green cans to increase your speed and distance. You'll only have a split second to glance at the tunnel in the lower left to see how much further you have to go. The grid floor you run on will start to blink when you have 10 seconds left to reach the end.

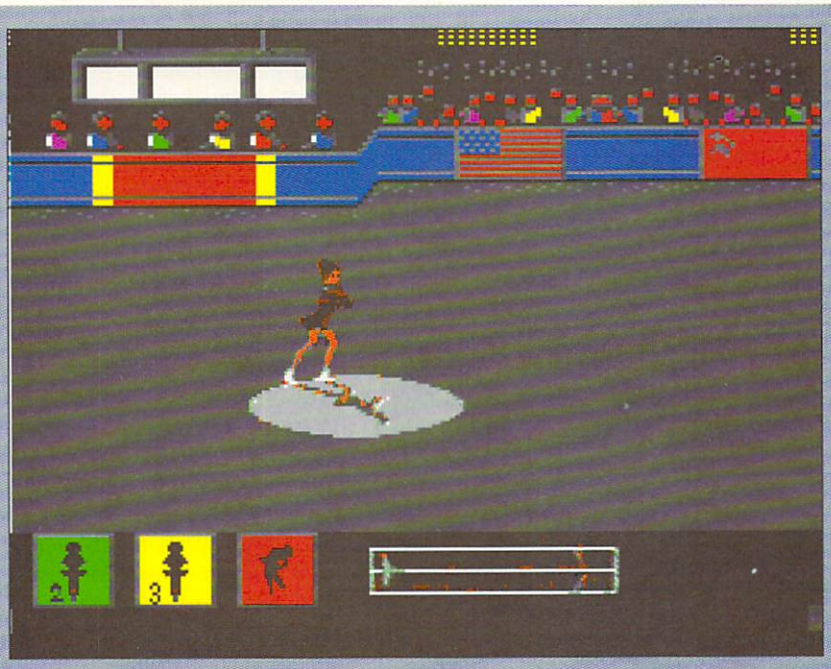
This game has fast action, enjoyable graphics (although not unique) and is easily played, as attested to by my five year old son and myself. For one or two players.

- Saul Cohen



METROCROSS
★★★

U.S. Gold/Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606



The Games: Winter Edition
★★★★+

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606

The majority of CBM computerists are familiar with Epyx' highly successful sports simulations. *The Games* is the SIXTH variation on sports that Epyx has done. *The Games: Winter Edition* represents a giant step for Epyx, with the stamp of approval of the US Olympic Committee.

As with the other Epyx sports games, you must be accomplished in joystick timing and hand/eye co-ordination. Small children may not have the patience to practice the maneuvers needed in the seven winter Olympic events: slalom, ski jump, luge, figure skating, cross country skiing, downhill skiing, and speed skating.

Of the seven events, the ski jump and the downhill skiing were a lot of fun. Timing is critical when you leap off the large ski jump and the comical responses to your near misses are in good taste and fun. The downhill skiing had an added feature that I think would go well with other games. You can set different 'camera angles' for a different perspective of your progress. It's done well and isn't distracting from the game.

The Games: Winter Edition should be on all sports fans' list of 'must-haves'.

- Jim Oldfield with Doug Cotton.

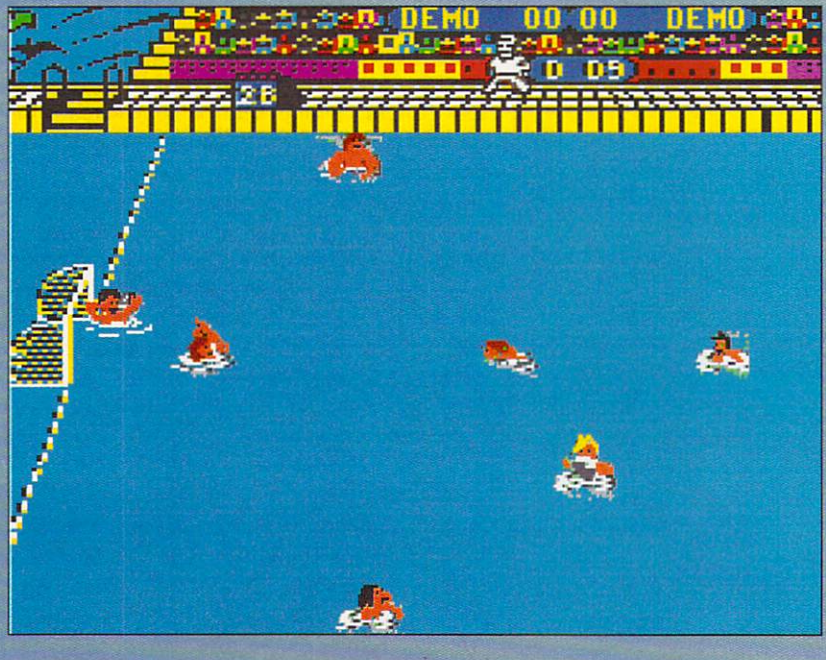
Soccer fan or no, here is an arcade game that can give you endless hours of good, fast, joystick bending play. You (and, if you like, a second player) create, manage, and coach teams in the indoor soccer league, trading and training players as you go through the season. The team you start with may not be very strong, but with a bit of skill you can work your team up through the ranks to the play-offs, and maybe the championship! For the simplest play, you can have the computer take care of selecting offenses and defenses, making substitutions, and controlling your goalie; or you can do all of these yourself. The action is fast, with fairly quick response to joystick commands. A color monitor is probably necessary, and it will take a bit of time to develop your eye to see your player (colored a bit differently from your teammates) on the screen. Everybody and everything is moving fast enough that it can be hard to be sure where you are. *MISL Soccer* is challenging, involving, fun, and deserves a place in your collection.

- Tim Sickbert

MISL SOCCER

★★★+

Mindscape
3444 Dundee Road
Northbrook, IL 60062
312-480-7667



WATER POLO

★★★

Mastertronic
7311 B Grove Rd.
Frederick, MD 21701
301-695-8877

Water Polo, a team sport, is a combination of soccer and basketball, but played in a swimming pool. Speed and agility, as well as strategy and tactics, are required in this fast and furious sports simulation. The 3 x 5 inch manual (with very small type) describes a brief history of Water Polo as well as the official rules, tactics, and player control.

The game can be played by one or two players or as a four-team tournament in up to 9 levels of play. As the game pans from left to right across a swimming pool, the referee gets angry at fouls and ejects players from the game, jumping up and down in a humorous tantrum. There is no time to rest in this game as you furiously try to aim your shots, since you are given only 35 seconds to score.

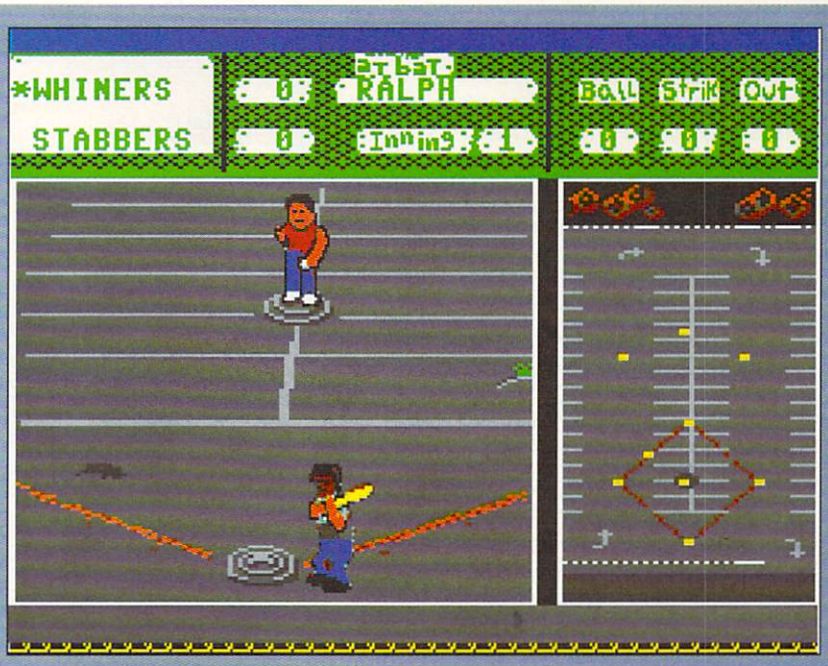
The game does take a while to get comfortable with. It is difficult to control the joystick to pass the ball to your own players, or keep from overthrowing the ball out of the pool. Joystick dexterity is needed to aim your shots. The game can become frustating in a very short time. As an added bonus, after a goal has been scored the computer will show an instant replay. This game is fun for a few hours amusement or diversion. - Paul A. Hughes

This kid-sized version of the Great American Pastime has buckets of charm. It isn't designed to be a big league baseball simulation; there aren't a bunch of esoteric stats to keep track of, no screaming fans, not even The Wave. What it does have is baseball for the pleasure of playing it.

You have your choice of two diamonds, one a vacant lot and the other an empty parking lot. Each has its share of hazards, like puddles, trashcans, and holes, along with makeshift bases (garbage can lids are popular, as they always have been). Play is all via joystick, and you can pick your teams or let the computer pick them for you. Each player has his or her (cheers to Epyx, for including girls) strengths and weaknesses. One of my favorites is the kid who covers his face when a fly ball comes his way.

This is the way neighborhood baseball is played, and Epyx has done an admirable job of capturing its flavor. I have a suspicion that adults are going to like this game even more than kids. It will bring back a lot of fond memories.

- Tom Malcom



STREET SPORTS BASEBALL ★★★★

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606

4X4 OFF-ROAD RACING ★★★★

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606

4X4 Off-Road Racing from Epyx is a game that offers off-road racing fans the fun they've been looking for in a realistic computer racing simulation as they try to become King of the Mountain on the racing circuit. The game's realism ranges from equipment selection and setup to the racing tracks and their variety of environments.

The race itself is easy to control and lots of fun. Watch out for obstacles in the road or you might find your truck leaning on two wheels or flipping through the air. Look out for those innocent cactus and road signs - they'll get you every time. Even worse is the Doombuggy, which is not interested in winning. Its job is to run you off the road. You may even meet other drivers on the road. You'll need to pass them to win.

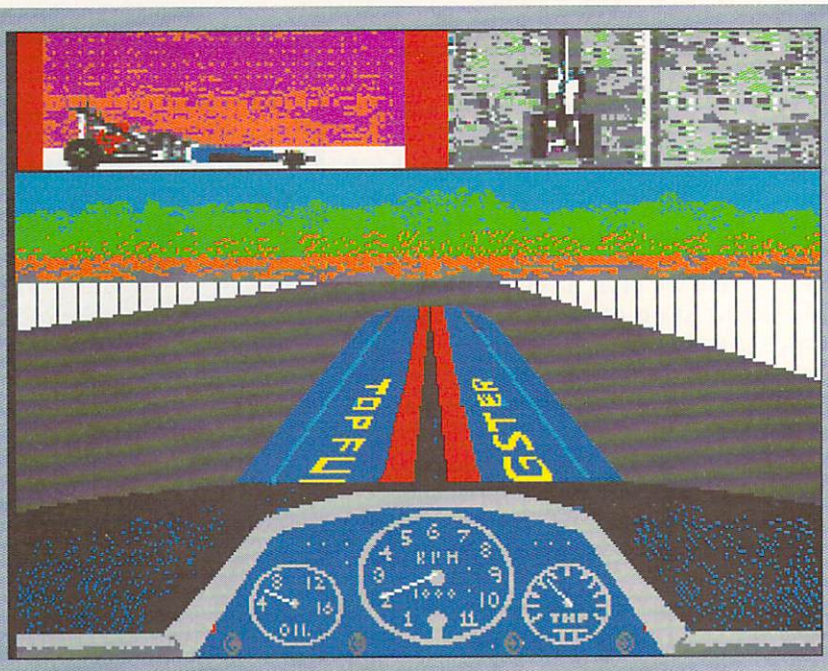
4X4 comes on one diskette with a very complete set of documentation and runs on the C64 with joystick. Mud not included! *4X4* offers the best in off-road racing that I have seen to date. So, grab your helmet and joystick and hit the tracks. Vrooom!

- David W. Martin

If this is an authentic simulation, then drag racing is a closed sport into which newcomers may not easily enter. The joystick is so touchy and the documentation so poor that I never even made it into a race (in about 3 hours of trying). Even if I managed to burn-in my engine without blowing it up, I would red-line when I tried to qualify. And nothing gave even a hint of why I red-lined. And, while I am no expert on drag-racing, it strikes me as odd that, in burning-in my engine, I can run at top speed for five minutes and only have to worry about crossing the center-line.

It may be that the game is playable, but better documentation is sorely needed. Or you could approach it, not as an arcade simulation, but rather as an adventure. I have to suspect that this game was never play-tested, or that it was designed and released just to cash in on the interest of drag racing fans. Unless you really want to fine-tune your joystick skills, stay away from this one.

- Tim Sickbert



SHIRLEY MULDOWNEY'S Top Fuel Challenge
☆☆

Cosmi
415 N. Figueroa St
Wilmington CA 90744
213-835-9687

STOCKER
☆☆

CAPCOM
1283-C Old Mtn. View/Alviso Rd.
Sunnyvale, CA 94089
408-745-7081

Stocker is a coast to coast car race against time, measured in fuel. The race begins in Florida and ends in California. Along the way, the player (there can only be one) must avoid collisions with cars, trucks, motorcycles, and police cars which issue tickets. The accumulation of three tickets ends the game. The car drives around one screen and then it jumps to another screen. Each state covers 3 to 7 screens. No matter how fast or slow one goes, the fuel is used up at the same rate.

The graphics, sound, and control in *Stocker* leave a lot to be desired. The cars are very small. The scenery is plain, except for the houses which are drawn well. The car is hard to control, because it is always moving and one has to make sharp turns. The car can be driven anywhere - on grass, through water, and over houses - but slows considerably while off the road. A plinky, monotonous tune plays over and over.

The object of the game is to reach the end of the road while receiving as few tickets and maintaining the highest speed possible. The whole game is simple, including the graphics, sound, and game play. You will probably play this game a few times and then put it away.

- Paul A. Hughes

INFO UPDATE

MOVES

Comspec, makers of boards and other such, have moved to 74 Wingold Ave., Toronto, ON M6B 1P5 Canada. Their phone number is 416-785-3553.

Those of you requiring tech support for Amiga **WordPerfect** now have your own number to call: 1-800-321-3204. Registered owners only, please.

Accolade has moved into larger quarters at 550 S. Winchester Blvd., San Jose, CA 95128. They also have new phone numbers: 408-985-1700 for general business and 408-296-8400 for customer support. Their FAX number is 408-246-0885.

Free Spirit Software has taken up residence with **Briwall** at 58 Noble St., Kutztown, PA 19530. 215-683-5609. Their new tech support number is 215-683-5699.

JT Program Software, publishers of *Autoboot* for the C128, has a new phone number. It's (808) 523-JTPS.

CH..CH..CH..CHANGES

LaserDirect has taken over the *geoLaser* laserprinting service formerly offered by Berkeley Softworks on QuantumLink. LaserDirect has expanded the service to support non-GEOS files. You can get more details on Q-Link or from LaserDirect [PO Box 20913, Milwaukee, WI 53220-0913. 414-543-9923].

Micron Technology has announced discontinuation of their memory expansion chassis for the A500 and A1000. They will keep making expansion boards for the A2000. They will, of course, continue support and service for the units they've already sold. [2805 E. Columbia Rd., Boise, ID 83706. 208-383-4000]

GEnie, General Electric's online service, has added a flat-fee CB Club to its services. For $50/month, you get unlimited CB usage during non-prime time. 1-800-638-9636 to sign up.

SLIPUPS

Commodore wrote to tell us that we goofed in what we said about GEOS bundling. The real scoop is this: from January 1989 on, Commodore WILL be packing GEOS with the 1541 drive. They will NOT be including it with the C64C. (The astounding part of this is that Commodore wrote to us about it. They really do read INFO!)

We accidentally printed a FAX number instead of a voice number for **Taito** in #22. The right number to call is 1-800-663-8067.

Teenage Mutant Ninja Turtles will be coming from **Konami**, not Mastertronic as we said in #22.

In #22, we said *Club Backgammon* and *Vegas Craps* come from Logical Design Works. Technically, they do, but LDA wrote to tell us that the games are marketed under the **California Dreams** label. ★

REAL WORLD

THE GOVERNMENT PRINTING OFFICE

Our tax $$$ go to subsidize a whole bunch of worthless things, from the tobacco industry to nuclear weapons to limousines for politicians. But there actually are some government programs that pay the people back. Besides the Interstate Highway System and the National Park Service, one of the best (and least known) examples is the Government Printing Office.

The GPO prints thousands of books and magazines and sells them at ridiculously low prices, postpaid! Ostensibly, the books are there for the use of the government, but they print extras for the general populace, too, so that individuals and businesses can benefit from the government's research. And the U.S. Government is so big, it publishes books about everything. Here are some examples from the GPO's most recent general catalog:

Skylab Explores the Earth, 517 pages, hardbound. Full of hundreds of color photos of the Earth taken from Skylab, all just begging to be digitized. $16.50. S/N 033-000-00674-8

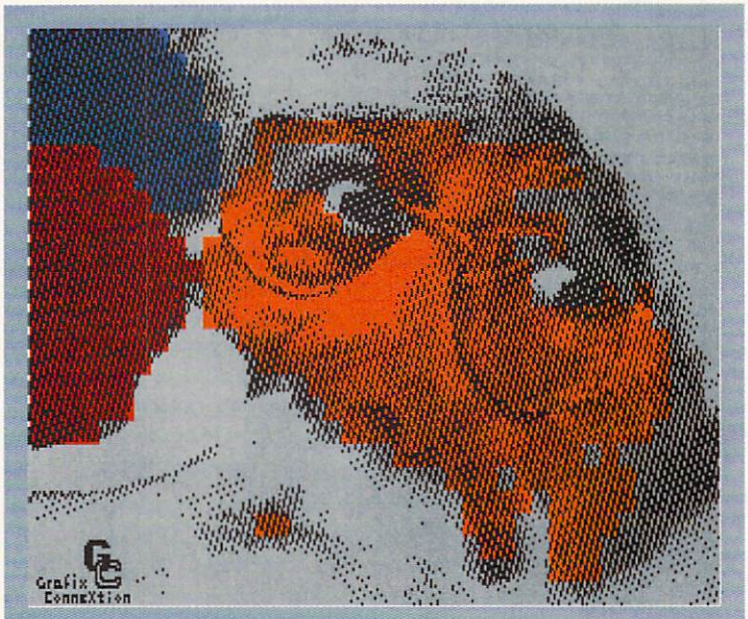
U.S. Air Force Lithograph Series, Set #38, eight 17x23 full-color posters of military subjects like FA-18 fighters. $7.50, shipped flat. S/N 008-070-00578-6

Computers: Crimes, Clues, and Controls, 48 pages, paper. A study of computer security and computer crime, with suggested security policies. $2.50. S/N 008-000-00460-9

Typically, hardback books that would sell for $60 in the private sector go for less than $30, and paperbacks, magazines, and posters are about half of what you might expect, too. You can order any of these books by phone or mail, and even charge them to your VISA or MasterCard (Uncle Sam takes plastic!) by writing the Superintendent of Documents, U.S. Govt. Printing Office, Washington DC 20402-9325, or calling 202-783-3238 between 7:30 am and 4:00 pm Mon-Fri. Don't forget to ask them to send you their latest catalog of popular books in all subjects, as well as a request form for catalogs on specific topics. ★

PUBLIC DOMAIN

You can get information about signing up for these network services by calling:
QUANTUMLINK:
703-883-0788
AMERICAN PEOPLELINK:
312-670-2666



HAPPY HOLIDAYS

by Bob Umfer

With the holidays just around the corner, I searched the PeopleLink libraries to find the files that might put us more in the mood of the season. The following music files are playable on the 64:**XMAS ALBUM 86** (#4418, Section 14) was Kermit Woodall's first Christmas album. This 150-block file is full of beautiful holiday music and stunning holiday scenes. Songs include "Silver Bells," "White Christmas," and many more holiday favorites. **XMAS WORLD** (#7282, Section 6) is subtitled "Christmas 'Round the World." It is the 1987 album put together by Kermit Woodall and friends. **C CLUB XMAS.SDA** (#7290, Section 6) is a compilation of all files in section 6 having to do with the holidays. The **HOLIDAY** files (#7319, 98 blocks; #7320, 110 blocks; #7321, 133 blocks) in section 6 contain a total of 36 holiday SID songs that are representative of many countries around the world. All are excellent and represent some of the best work by many of the most talented SID arrangers.

Finally, the picture shown here, **JJSANTA** (#7256, Section 7, 27 blocks), is a crunched graphic of a face we all know well. To view it, you'll need a program like **CSLIDE**.

The Commodore Club staff of PeopleLink wishes to all of you the most joyous of holidays.

GAMES & HOLIDAYS

by Saul Cohen

"Games" is the overwhelming theme of this issue of INFO, so here's a quick look at a great public domain British import, as well as a collection of some great C64 SID music for the upcoming holidays.**MENTAL MOONS** (pictured) is one of the best of several unusual British game/demos in the QLink software libraries. Each one represents a state-of-the-art program. Things you thought were impossible are done with such a flair that one would think that they are an everyday affair for the programmer. Be prepared for a unique and humorous start, exciting graphics and animation, fantastic music, and an unusual mission. [From: timeshadow, Authors: ash and dave, Location: cin/ software library/ browse c-64 software/ graphics/ masterpiece gallery/ animated demos, 98 blocks.]

PEOPLE LINK GOODIES

by Harv Laser

WCS.ARC

PeopleLink (#12989, 21760 bytes)

John Everett's *Willi Construction Set* is a variation on *Boulder Dash*. You navigate a character across a 2D screen trying to pick up treasures and avoid falling rocks while you worm your way through the maze.

WCS requires a joystick to play, and even though it's written in *AmigaBASIC*, it's quick. You can create and customize new levels, and it even lets you edit the playing pieces if you don't like the original artwork. *WCS* has a nice friendly feel to it; it's every bit as enjoyable as any commercial product.

TILES.ARC

PeopleLink (#12496, 22144 bytes)

Here's a little game by Todd Lewis that is visually similar to Activision's *Shanghai*. A playing board fills with imaginatively designed "tiles" when you run *Tiles*. The object is to mouse-click on matching pairs, and they disappear. Keep doing this until you have cleared the screen--if you can! (Clicking on the blue background brings back the previous pair of tiles you removed, and it works for all previous moves--just in case you mess up and have to go backwards a bit!) It's diverting, it's mesmerizing, and it can be quite addicting.

BATTLEFORT.ARC

PeopleLink (#12787, 164,864 bytes)

BattleFort is a new, improved version of *BattleMech*. It's sort of a cross between a strategy boardgame and Saturday morning *Transformers* cartoons. Imagine sitting inside of and controlling a 50 foot high, 75 ton, laser-armed robot, stomping across the countryside and warring with robots even more ferocious than yours, and you get the idea of what *BattleFort* is all about.

Hi-resolution interlace graphics and sampled sounds enhance the play action, and copious documentation accompanies the game. By becoming a registered owner (*BattleFort* is "shareware" from Ralph Reed), you'll receive an additional *Factory* program which you can use to build custom Mechs. *BattleFort* can handle up to eight players at once, and a degree of built-in randomness keeps things from getting stale.

READER MAIL

. . . continued from page 9

PeopleLink Mail From:
CAPT*VIDEO

Since my days of writing *SID-PIC* for the C64, I have moved to using an Amiga, although I have kept my C128 system for SID music and such. Your sidebar on page 39 of your Sept/Oct issue mentioned that you would like to see a SID music translator. What a coincidence! I have been working on the design for just such a program. I am not a 'C' programmer myself, but have been working with a programmer who has been interested in the same project. Most of the design is an attempt to import C64/128 SID music files into the Amiga and convert them to something playable and editable. The command set for the Amiga SID player/editor is stripped down to the most important commands (taken from advice given by most major SID arrangers), and some Amiga-specific commands were added to the design, such as allowing speech. Currently work on the project is at a standstill, but I would be open to any other programmers who would like to help out and get involved; I can be contacted here on Peoplelink as "CAPT*VIDEO". I have attached a *DPaint* file that shows a rough design for the editor screen. Hope this catches your interest! -Kermit Woodall

Glad to hear the project's underway, Kermit. Let's hope you get a response from someone willing to pour some sweat into this thing!

-Mark & Benn

QLink Mail From: Hawkeyekid

On page 36 of issue #22 you state that the C64 and C128 have static memory chips. Wrong! The C128's main memory and video memory are both comprised of dynamic chips. I've yet to see 64kx1 or 64kx4 static memories. Static RAM is quite a bit more expensive, bulky, and power-consuming that dynamic memories.

You're right. That was a royal slip of the ol' memory cells. But we were still right about the main point of that little piece, which was that the price was going up for high-capacity dynamic RAMs like those in the Amiga, but not for the RAM chips in the C64 and C128.

-Mark & Benn

QLink Mail From: Forge

I didn't spot a Commodore computer on TV, but I did spot the Commodore logo. Where? On the left sleeve of Misoslav Mecir (I think I spelled that correctly!) during the semi-finals at Wimbledon. There is also a Commodore soccer team that I've seen on a local cable station. All the players have C= on the front of their jerseys. It's a European team of course. Dick Forgione

Commodore Europe has long known the value of putting its name before the public, and sponsors a soccer team and individual athletes in many different sports. Most people here in the U.S. don't realize that many European sports teams are sponsored by businesses, not by city or national franchises, and the teams wear the logo of the sponsoring company. It's just like Little League Baseball uniforms here in the States, but with international TV coverage! *-Mark & Benn*

QLink Mail From: MEE3

Oh INFO powers that be... Would you happen to have any comments or suggestions as to a Lottery/Lotto numbers selection program? I know I've seen ads for them, but I have no idea how to select a good one. Of course I know there are no guarantees and it's probably just blind luck anyway, but I'd like to at least think I could get a little edge. I suppose these programs just calculate probability based on numbers that have already come up. Your info will help me in my selection, and of course a percentage of any winnings will be earmarked for a lifetime subscription to your precious pages. Let's win and win BIG! Thank You.

**Sigh!* Okay gang, here it is, last time, so pay close attention: LOTTERY PREDICTION PROGRAMS DON'T WORK!! Lotteries are random and random events can't be predicted, no matter how many ways from Sunday you "analyze" past results. That is what the word "random" means. For example: flip a coin. Is it heads or tails? Now, can you predict whether the next flip will be heads or tails? Tell us how on earth that previous flip is going to affect the next flip? How does that coin know that it's been flipped before? Even if you flip a coin a bazillion times and carefully chart all the results, you can't ever predict what the next flip will be. Same thing is true with lotteries. They are just like flipping coins, only with pingpong balls. Sorry gang, but if lotteries were predictable there'd be a million people splitting every million dollar prize, and it wouldn't be worth it anyway. -*

Mark & Benn

. . . continued from page 30

allowed us to upgrade our entire operation to 20-meg removable disk storage, including a dual unit for system backups. We love 'em!

COMPUTER DISEASE

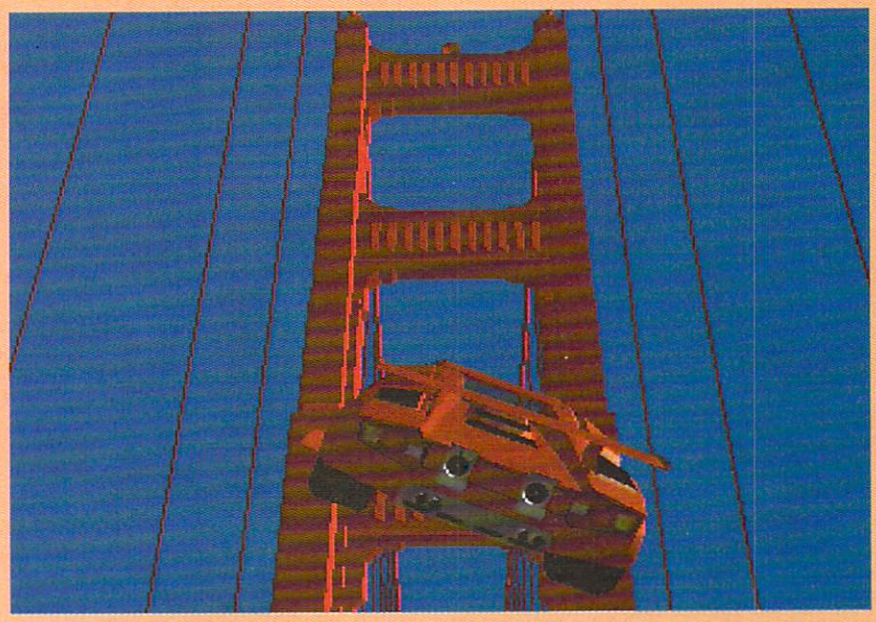
There were at least three products based on the Amiga's recent bout with computer viruses. *Abacus Software* [800-451-4319] is releasing a book titled **Computer VIRUSES, A High Tech Disease**, which explains what these little beggars are and how they work. (I sincerely hope that it won't explain how to write them...) *Discovery Software* [800-34-AMIGA] is coming out with **V.I.P.**, Virus Infection Protection. This software package archives the bootblocks of your disk library. *MAST* offers a hardware solution. **Whomper Plus** is a switch that disables the write function of your disk drives so viruses can't be recorded to your disks.

OTHER STUFF

Allen Hastings, now with *NewTek*, got a standing ovation from a standing-room-only crowd when he showed his new animation, ***Rush Hour.*** The hyper-realistic cars, helicopters, and even the Golden Gate Bridge in this film are all rendered from data meticulously entered by hand from original technical engineering drawings and spec sheets.

William Hawes was in the ***Software Visions*** booth talking to everybody about the merits of **ARexx**. It must have worked. Several companies decided at the show to add ARexx interfaces to their products. That's good news for Amiga multitasking and interprocess communication!

Dale Luck of ***Boing! Inc.*** was demoing **XWindows** running a graphics editor, a rotating solid demo, *XTerm*, and other applications under native 68000 UNIX on a standard Amiga equipped with Commodore's soon-to-be-released hi-res **A2024** monitor. This package, available "soon", will facilitate hooking Amiga workstations up in minicomputer and mainframe network environments. Dale will also be marketing a 3-button mouse for the Amiga, which is needed by some XWindows applications.



Allen Hastings' Show-Stopper, "Rush Hour"

Dan Browning, formerly of *Progressive Peripherals & Software*, told us that ***Precision Incorporated***, the British company that publishes **Superbase**, has established a U.S. office. They will be taking over Superbase marketing and support in the North American market. Their address is: 8404 Sterling St., Ste. A, Irving TX 75063, [214-929-4888].

Peggy Herrington informed us of the impending reincarnation of the disk magazine *AMNews*. The **New AMNews** [707-887-9708], with totally new management, should ship their first issue about a month before you read this.

Reichart von Wolfsheild, long-time Amiga developer and the author of ***Firepower***, announced the formation of his new company ***Legend*** with a flair, taking the developer community to task for their lack of imagination. He promised a "new look" and "new technology" that will set new software and hardware standards for the Amiga.

WHAT NEXT?

Next is AmiExpo New York, March 3-5 1989. Be there or be a right regular rhomboid!

MAGAZINE INDEX

INFO's Guide to the Best From the Rest

Since this issue is devoted to games, we thought we'd focus the Magazine Index on game magazines this time. Some of them are a little obscure and others cover multiple machines, but all of them are of note to gamers.

Computer Entertainer

Not often has so much information been packed into so few pages with such tiny type. CE covers all of the machines, including cartridge systems, but with the amount of coversion going on lately, it's a valuable resource. The June issue goes into great detail about Summer CES. The results of CE's reader questionnaire are printed in the July issue. A couple of tidbits: of those responding who own a computer, 43% have a C64 and 23% an Amiga; and if the respondent could have any system he doesn't currently own, the Amiga is the overwhelming favorite at 48% (the Mac and ST were tied at only 8% desirability). [$35/yr. 5916 Lemona Ave., Van Nuys CA 91411. 818-761-1516]

COMPUTER GAMING WORLD

August marks CGW's 50th issue. Our congratulations to publisher Russell Sipe and all concerned. The magazine is packed to the margins with game information. There's a marvelous nostalgic piece by Don L. Daglow on the early days of computer game designers and the atrocities they suffered at the hands of the early game publishers. Reviews pertinent to our machines include *FA-18 Interceptor*, *Obliterator*, *Strike Fleet*, and *Three Stooges*, among others. CGW is always on top of the latest in the cartridge games, too. [$29.50/yr. PO Box 4566, Anaheim CA 62803-4666]

QuestBusters

We've been a bit lax in keeping you up to date on Questbusters, which is as necessary as the proverbial brass lantern for any serious adventurer. Charles Don Hall reviews EA's *Bard's Tale III* in the July number. The walk-thrus are for *Space Quest II* and *Dream Zone*. We love the headline on the August issue: *Evil Wizards take over Summer CES!* It's true - we were there and saw it happen. They came up from the bowels of the earth, wearing three-piece pinstripe suits and chanting marketing spells. And the people bought and bought and bought... [PO Box 32698, Tucson AZ 85751]

THE JOURNAL OF COMPUTER GAME DESIGN

Editor Chris Crawford (who authored *Balance of Power*, among other games) publishes the journal six times a year. It's aimed, obviously, at game designers, but it addresses issues of interest to game players as well. In the August/September issue, Mark Baldwin (*Empire*, *Star Fleet II*) climbs on his soapbox about shoddy game conversions. Brenda Laurel (her bionote describes her as "a techno-yenta for Epyx") expounds on the sorry state of learning games--so much that could be done, isn't. [$30/yr. 5251 Sierra Rd., San Jose CA 95132]

JUMPDISK

Richard Ramella, the publisher of this venerated disk magazine, has taken the unprecedented step of setting up a subscriber account so that subscribers will be taken care of in the event of "unforseen circumstances". Since Jumpdisk has been around for 26 consecutive issues, it seems unlikely that his precautions will prove necessary, but it's nice to see a publication so concerned for the welfare of its readers. There are some changes in the latest issue; though we have a small quibble with having to make sure the original Amiga fonts are on your boot disk, Jumpdisk's new article reader is so slick that it's worth it. The latest virus protection tools from Steve Tibbett (*VirusX 1.5* and *DiskX2.2*) are on the September issue. [1493 Mt. View Ave., Chico, CA 95926. 916-343-7658]

AMIGA SENTRY™

The August issue devotes eight pages to Electronic Arts' *Deluxe Photo Lab*. We can only hope Sentry pays by the word. Kudos: Sentry nearly always beats the competition (including us) to print with their reviews. Complaints: in their headlong rush to print, the quality seems down compared to earlier issues in both the accuracy of their research and the readability of their text. Other reviews in the August issue cover Aegis' *Lights! Camera! Action!*, the revised *Shakespeare 1.1* from Infinity, and Haitex Resources' *X-Specs 3D*. The Sept. issue includes reports on AmiExpo Midwest and Siggraph, as well as reviews of *Pro-Net 2.0* and C. Ltd's 5.25" 10 megabyte SCSI floppy disk drive.

BYTE

We can't remember seeing anything Jerry Pournelle's written in the past couple of years that hasn't contained a pitch for his latest book. Does he get paid for these columns? The central story of his latest multi-page epic relates how he finally had to retire Zeke, his ancient 8"-floppy-equipped CP/M machine. We have to wonder how he'll heat his house without the warm glow of those massive banks of logic tubes. Jerry does, to his credit, admit to being impressed with seeing an Amiga running UNIX at Comdex in Atlanta last spring. He even thinks "the Amiga seems to be improving steadily". How generous of him. The September issue of BYTE has a feature on laser printers; our QMS PS-810 is one of the highest rated.

RUN

Dennis Brisson's Running Ruminations column in the September issue is a hoot. It lists 15 warning signs of becoming a "computer tuber", which is the hacker's equivalent of a couch potato. (Yes, all of us here at INFO passed the test with embarassingly high scores.) The remainder of the September issue is unmemorable.

AMIGA WORLD

We think we've finally figured out what's going on at Amiga World: they are so high up in their ivory tower that they expend most of their energy fighting nosebleeds. Their aloofness approaches that of 18th century European aristocracy. Guy Wright's feature on Amiga database managers in the Sept. issue is content to be merely a catalog of press-release features. No opinions are expressed or implied; as close as he comes to an opinion is an assertion that "most programs excel in performing particular tasks". In the October "Zeitgeist" editorial, Wright wastes a page lamenting how nothing exciting happened in September. His ennui makes a bloodhound look positively manic! There's also a rehash of AW's previously printed reviews of wordprocessors. A few issues back, we were encouraged to see a couple of critical reviews of products that deserved criticism; we had hoped that it might herald a new course for Amiga World. But instead, they have settled into an editorial style that has all the wit, verve, and insightful Amiga expertise of Don Rickles on Valium.

COMPUTE!'S *GAZETTE*

The Gazette is obviously running on autopilot now. We think the publishers have come up with a program that just randomly calls subroutines to produce segments of the magazine in a formula mix. You have your disk cataloger, you have your Speedscript enhancements, you have your maze game... You get the picture. The Sept. and Oct. issues might be any issues from the past three years. If they're aiming for consistency, they've achieved it.

Commodore MAGAZINE

The September issue has a long feature on California-based Metavision and the professional video work they're doing for such organizations as the National Geographic Society, Yamaha, and Universal Studios. Interesting stuff.

COMPUTER SHOPPER

CS's coverage of the Atari machines seems to be shrinking and that for the Commodore machines is growing. It's particularly apparent in the August issue, where the list of articles for the C64 is as long as that for the Atari machines combined. And speaking of Atari, in the ST section Wynn A. Rostek writes a definitive reply to the ongoing multitasking controversy. While he discusses the ST (which doesn't multitask), much of what he talks about applies equally well to the Amiga. Publisher Stan Veit's editorial in the September issue is an entertaining look at the horrors of bringing software to market.

Home Office COMPUTING

The INFO Quote of the BiMonth comes from the September issue. Bill Gates, cofounder of MicroSoft, says "We're persistent because we believe in what we're doing, not because of the financial results." Of course, the billion$ don't hurt, either. It almost seems that HOC's publishers want to turn what used to be Family Computing into the People magazine of computerdom. There are an inordinate number of pages devoted to profiles of people working at home. We're considerably miffed that the Amiga isn't mentioned at all, even in the section describing presentation software.

HIGH TECHNOLOGY BUSINESS

In the Sept. issue there's a scathing article by Herb Brody about market-research firms. Judging from some of the disastrous predictions these latter-day soothsayers have made, one can only marvel at the gullibility of the people who buy their reports. Brody has the gumption to name names, and we applaud him for debunking one of the worst of the modern business practices: blind trust in market research. We're particularly fond of the illustrations featuring a flock of sheep.

COMPUTE!

September issue offers a nostalgic look back on the occasion of Compute!'s tenth anniversary; they even have the consideration to mention (at least in passing) Len Lindsay's role in their founding. Arlan Levitan is, as usual, achingly funny, zeroing in on the Consumer Electronics Show. In the October issue he takes on insipid press releases and dehumanizing robo-phone systems, both of which seem to be particularly popular among computer software companies. It's probably his funniest piece to date. If it weren't for Mr. Levitan, there just wouldn't be anything worth reading in Compute!

TWIN CITIES 128

Publisher Loren Lovhaug bemoans the lateness of issue #21 in his editorial, citing hypergrowth as a primary cause. (Hypergrowth is that stage in a business' evolution where the burden of administrative duties overwhelms an already overworked staff, and comes at a time when the company isn't yet able to hire more people to do the work.) TC 128 #21 reviews Briwall's *Home Designer 128* and *Ultraterm III*, among others. A complete CP/M memory map is also included. [PO Box 4625, St. Paul MN 55104]

ROBO CITY NEWS

A MAGAZINE FOR AMIGA USERS

Our Quote of the BiMonth (yes, we know we already had one - we're splurging this time) comes by way of the eminently quotable John Foust: "I've heard that a central paradox of artificial intelligence is that it is easy to simulate an expert, but very difficult to simulate a five-year-old." How true. Also in Vol. IV Issue 4 is the latest installment of Mike Smithwick's continuing *StarChip EnterBoing* parody. Better tape up your sides before you start reading it. Thanks and a tip of the INFO chapeau to Joseph P. Francescon for some kind words about INFO in his column. [#3 Lagoon Dr., Suite 180, Redwood City, CA 94065]

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ARKAZOID
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SCORE·99,987,635
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BOOOM!
BLING!
WOW! THAT WAS THE BEST GAME I'VE EVER PLAYED!
BRYCE, TIME TO GET UP FOR SCHOOL!
OHMIGOSH! MY PAPER!
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INFO-MANIA

Here are some secret "Side Doors" in favorite C64 and Amiga games, discovered by INFO readers.

C64

Legacy of the Ancients: First, you can accumulate lots of money when you're in a buy-back shop. Just try to sell some cheap item, such as a knife, and if the opening offer is a little on the low side, offer a large amount like 39,999g. The shop will counter-offer a large negative amount. Keep bargaining, and you can get a much better price than normal. Second, the treasure chests and boxes can be replenished by saving the game while in a dungeon, then turning everything off. When you reboot, everything will be as it was when you walked in. - *Pat Whitesell and Abe Pralle*

Wasteland: If you're in any city that is NOT on side one, you can repeatedly pick up the same loot. Pick up the loot, then move away from the spot, save the game on side one only. Then turn everything off and reboot. You will have the loot, and it will also be back in the same place so you can take it again. - *Danny Drum*

Ultima IV: You can get virtually unlimited gold by replacing the Britannia disk with the Underworld disk (make sure you're not in a dungeon, castle, city, shrine, or ruin). Then when you come on a chest that isn't the result of combat, you can take it and it will never run out. Make sure to swap back to the Britannia disk or the screen will be messed up. - *Ilan Kelman*

Bard's Tale: You can duplicate items by first saving your party, going to a weapons shop and having the character possessing the item sell it. Turn off the computer and then reboot. The character who sold the item will still have it, but it will also be for sale in the weapons shop. - *Benn Isanogle*

AD&D Pool of Radiance: To accumulate lots of money, go to the tavern and gamble. If you lose, play again with an amount that's over the limit. You'll be refused, but you'll still have the amount you just lost. Then to keep your winnings, double your bet, then refuse to gamble, and then turn around and gamble again. - *Bob & Fred Bell*

Superstar Ice Hockey: Make sure you play center, and then when you have the puck, shoot high at your opponent's net. Just as the puck crosses the second blue line, pause the game, and then unpause, and you'll have a goal. - *Mario Doucette*

Karate Kid II: To defeat an opponent, when he comes at you, trip him, then get behind him and repeatedly give him spinning back kicks. It will defeat every opponent in the game. - *Ricky Mah*

AMIGA

Footman: In the first maze of "New Taste", if you go to the upper left corner entrance to the tunnel, you can hide from the ghosts and collect points from the fruit that emerges periodically. - *Daeil Chang*

Barbarian: If you're fighting an enemy, or you're being threatened by obstacles, use the pick-up icon. Attackers will either pass you by or turn around and try to assault you again. - *Daeil Chang*

F/A-18 Interceptor: In Mission 6, after you have fired all your missiles, you can land on the Shadow Sub (provided it is still afloat) and it will refuel and rearm you. - *Shawn Hosp*

S.D.I.: When you're in the Russian space station, pick one man and keep firing at him ten to fifteen times. No other men will appear and you can keep doing it until you get to the girl. - *Shawn Hosp*

If you've discovered hidden 'secret tricks' in your favorite game, share them with other INFO readers! We're not interested in strategy tips, but true 'side doors' or 'back doors' that work to your advantage, or let you do something weird and wonderful. If we print your tip, we'll include your name and send you a world-famous INFOManiac Kit! Don't forget to tell us which machine the tip is for! Send to:

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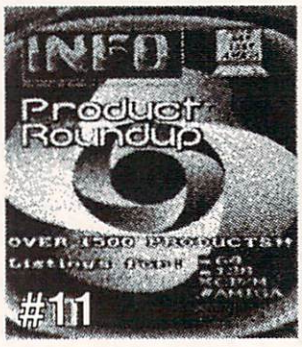

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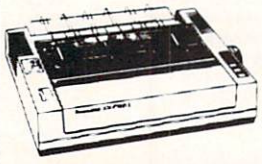

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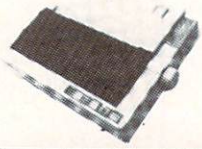

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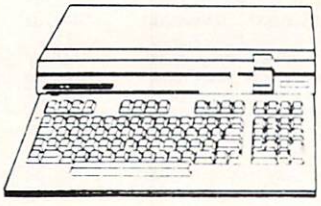

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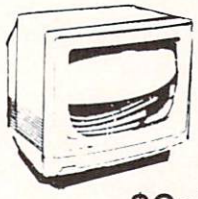

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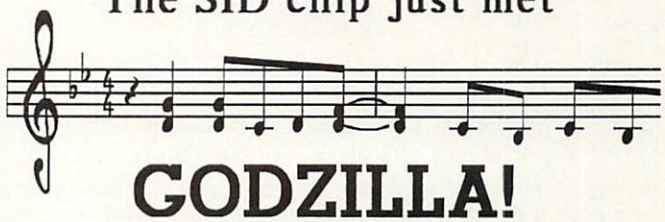

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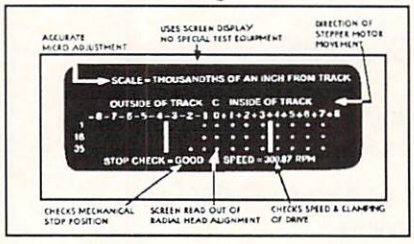

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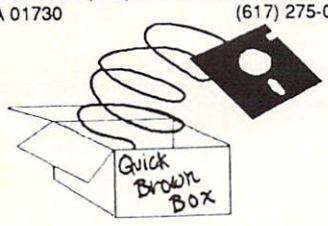

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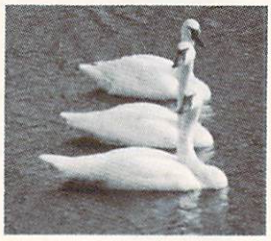

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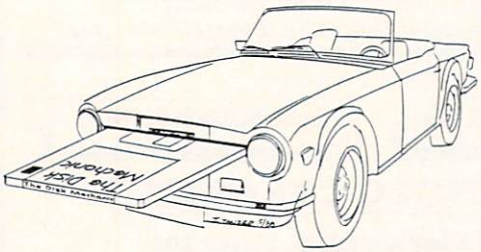

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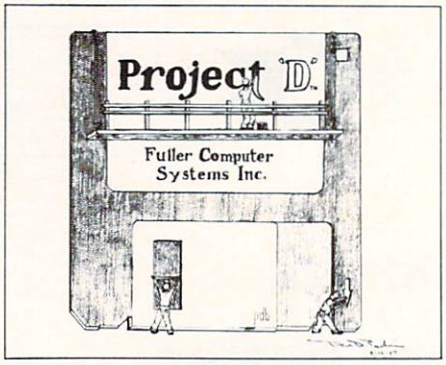

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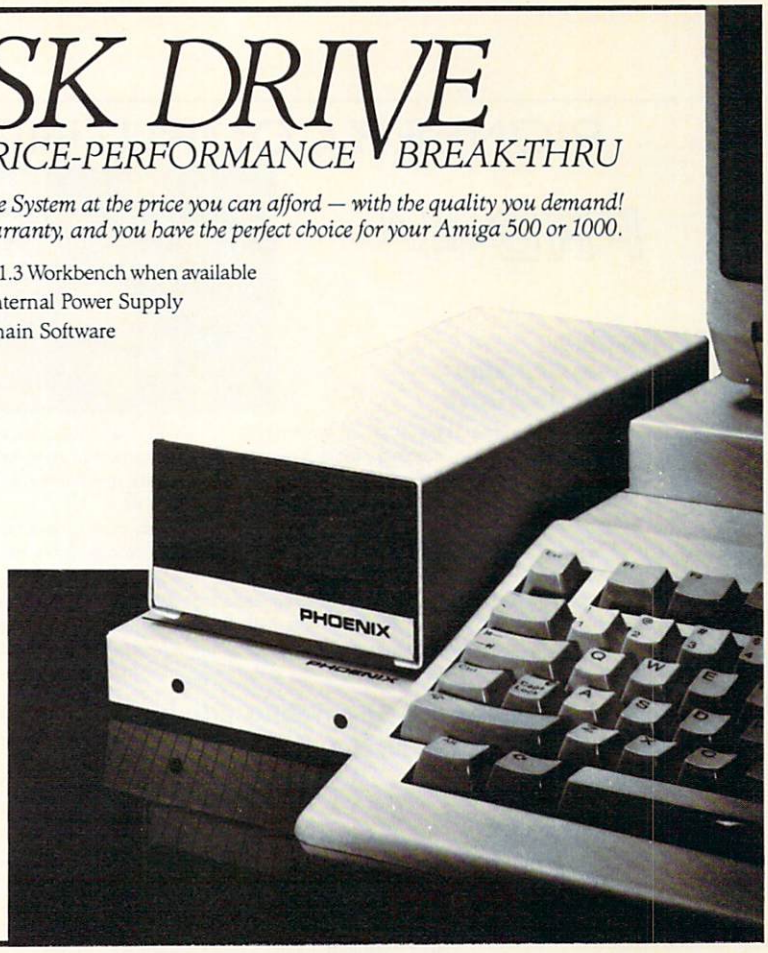

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ALL NEW

Introducing the 1541 RAMBOard

Copy protection's "worst nightmare"

The dream has been there for years now: an inexpensive piece of hardware that, when added to your system, would allow you to backup almost every single piece of software ever released for the C64.

Software Support has just made the dream a reality!

We're proud to introduce the 1541 RAMBOard, a small card that can easily be installed into your 1541/1541C disk drive in 5 minutes using just a screwdriver. With this powerful card in place, backup hassles are a thing of the past! Working with special software, the RAMBOard will backup software that other utilities can't even scratch the surface of. And as new protection schemes arrive, we'll create new parameters to keep your RAMBOard operating behind enemy lines.

RAMBOard also comes bundled with a fast copier that can archive an unprotected data disk in under 50 seconds!

The concepts behind "card" systems are public domain. So why should you have to pay $44.95 or more for someone else's "card"? Software Support will sell you the hardware* for just $26.95!!! So if you don't have an unlimited income, don't worry. Just order your new RAMBOard from Software Support -- the company that's declared war on high prices.

RAMBOard -- Our Price: $26.95

Other companies "card" boards: $44.95 or more.

*The 1541 RAMBOard requires software to operate. This software can be either RAMBOard parameters, soon to be found on our Renegade program disk, or any of the other "card" software already on the market.

NEW V2.0

RENEGADE

NEW V2.0

Here's what the world's toughest critics have to say.

If you think the toughest critics work for the magazines, you're wrong. The toughest critics are the people who actually use a program day in and day out. The people who depend on a program to do exactly what it says it will do. The people who pay out hard-earned money to buy a program — and who want to make sure they're getting their money's worth. The toughest critics aren't the people who review a program — they're the people who actually own the program.

Here's what some of those people have to say about Renegade:

- Thanks for (a) dream come true. *W.C., FL*
- We waited long enough! But, the best things come to (those) who wait. *C.P., CT*
- Very impressed!!! *T.W., MI*
- More than meets (my) expectations; great! *D.S., WI*
- Well worth the long wait!!!! *G.H., MO*
- Subscription service is a great innovation. *B.C., CA*
- Excellent! It's all I'll use! Keep up the good work. *J.D., NH*
- Finally, the last copier I'll need to buy!!!!!! *P.G., NC*
- Thanks for (your) user support! *A.S., TX*
- C64 owners have needed this for quite some time. *R.C., NY*

Renegade is a synthesis of the best utilities ever created by the best programmers ever assembled on a project of this nature. Not only is Renegade the only archival software a Commodore owner needs, it's so advanced it's now the only archival software we make. This means all our R&D effort goes into making sure that nothing else on the market comes close to Renegade's capabilities.

FEATURES INCLUDE:

- 1541/1581/1571 Fast File Copier-Any Direction
- Single or Dual State of the Art Nibbler
- GCR Editor: For the Experienced Hacker
- 300+ Parms: For those tough to backup disks
- Geos™ File Copier-Works under Desktop
- Capable of Archiving RapidLok Protection
- Error Scanner with Unique Sector Editor
- Popular subscriber service available!
- Single or Dual High Speed Data Copier
- Directory Editor: Organize your Disks
- Geos™ Modual: PARAMETERS and TOOLS
- Compatible with C-64/128 with 1541/71 Drives
- Dump Parameter Catalog to Printer
- Scrolling M/L Monitor with Drive Mon
- Byte Pattern Scanner: High Speed Searches
- Technical support available: of course

Renegade comes with over 300 parameters, and additional parameters are available every two months! Also, Renegade program updates are available to registered owners 3 times a year to ensure that Renegade will always be a step ahead of anything else on the market.

In the software industry, companies live and die by consumer opinion. Some companies have to learn the hard way that people won't take unlimited abuse for very long. But in this volatile market, there's one thing we know for certain -- there are a lot of awfully tough critics out there saying things about us. And at Software Support International, we're working hard to make sure they keep right on talking.

Attention: Registered Renegade owners!
Parameter Modual #3 is now available, Only $9.95
Renegade V2.0 Upgrade also available, Only $9.95

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Only $34.95

FLASH! Kracker Jax Earns a 5 Star Rating In INFO's May-June '88 Issue

Kracker Jax is the powerful parameter based copying system that has taken the country by storm! What IS a parameter? It's a custom program that allows your 1541 or 1571 disk drive to strip ALL copy protection from your expensive software, leaving you with UNPROTECTED, TOTALLY BROKEN BACKUPS that can even be copied with a simple fast copier!

We declare **Kracker Jax** to be the best system of its kind on the market today! A bold claim? Maybe.

But don't take our word for it—if you want the REAL story on how good **Kracker Jax** is just ask one of our customers. Don't worry. You won't have any problem finding one.

Vols 1 thru 7 **Only $9.95 each**

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When we program a utility, we DO IT RIGHT

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- Fast File Copier (one or two drives): 1541/81/71 compatable - any direction - with partitioning.
- Track and Sector Editor: view and modify data easily on your 3 1/2 inch diskettes
- Directory Editor: organize whole disk directories or partitions - this tool is indespensible.
- Byte Pattern Search: We modified our famous utility to support the 1581 disk drive. You'll love it!
- Error Scanner: Scan important disks for possible problems. This is a one of a kind utility.
- File Track and Sector Tracer: Scan and modify files fast, Even supports partitioning.
- Fast Formatter: Allows fast formatting of either whole disks or ranges of tracks, you decide.
- Relocatable Fast Loader: Now you can fast load all your 1581 files with this super quick fast loader.
- Partition Creator: Open partitions easily with this simple to operate utility. Even a novice can use it.

And as if this weren't enough, included with each toolkit is our 1581 DOS Reference Manual. Over 100 pages of valuable inside information on your 1581 disk drive. Written by David Martin (INFO magazine's Copy Corner reviewer), this manual represents about a year of investigation and research results. Also included with your 1581 TOOLKIT is a variety of handy utilities, including an M/L monitor with Drive Mon, written especially for the 1581 DOS Reference Guide. We could go on and on, but the sooner you order the 1581 TOOLKIT, the sooner you'll experience the finest!

The 1581 TOOLKIT (on 3½" diskette) and 1581 DOS REFERENCE GUIDE

Only $39.95

ATTENTION C-128 OWNERS

Now that Commodore has released the C-126D with 64K of video RAM, we should be seeing 128 programs address this fantastic new feature soon.

BASIC 8 already has the capability of using all 64K of video RAM. If you own the C-128 in stock condition, you own all 16K of video RAM that Commodore felt was necessary. Using Basic 8 format and the full 64K of video RAM provides you with the ability to scroll through video memory as well as enhanced color resolution.

Up until now, to upgrade the C-128 to 64K of video RAM you would have to first search out the components, then find a competent repair outlet to desolder and install the parts. **What a hassle!**

SOLUTION — We have developed a module that simply plugs in to the mother board of your C-128. **No splattered solder — No heat damage — No hassle.**

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Now, you can expand the capabilities of your Super Snapshot cartridge. If you program in BASIC, you'll love the Eprom we have just for you. We have reprogrammed SYSRES, the classic BASIC programmer's tool to fit into your Super Snapshot Cartridge. No soldering or tools required. Just lift out the Super Snapshot Eprom and pop in Sysres. Instant access is yours. Sysres adds over 25 major commands to BASIC, and the extended DOS wedge is a pleasure to use. We even include a 1541/71 compatable fast loader, and an M/L monitor accessable from BASIC.

Your SYSRES package includes over one hundred pages of detailed documentation, and a disk based program, as well as an Eprom for your Super Snapshot Cartridge.

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ALL NEW

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Serious Commodore Users know why the Revealed Books by Kracker Jax are the last word in Commodore copy de-protection information. Our Knowledge of protection schemes has made us famous. Now find out how we do what we do best. Our books are your key to real knowledge. OTHERS ONLY SCRATCH THE SURFACE. We dig deep, much deeper. Not for the novice user, Kracker Jax Revealed Volume III takes you deep into the 1541 disk drive, where today's copy protection resides. If you have read and mastered the techniques set forth in Revealed I and II, you're ready for the next step - Kracker Jax Revealed III. Included as a free bonus is The Hacker's Utility Kit, one of the finest set of disk utilities gathered together in one package.

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DEALERS — WE HAVE THE SUPPORT YOU'RE LOOKING FOR!

Comspec Allows Gigabytes for Amiga Computers

Comspec is pleased to announce the release of it's new Bernoulli System for the Commodore-Amiga Personal Computers. The Comspec Bernoulli Box allows users unlimited storage, portability, unbeatable security and ease of backup all in one. Up until now only MS DOS users have had access to this advanced and much sought after technology.

A Revolutionary Technology

Of course, the Comspec Bernoulli System wasn't born in a day. It followed the dazzling success of the original Bernoulli System which is currently in use with over 200,000 users.

At the heart of every Comspec Bernoulli System is the remarkable Bernoulli Technology. Head crashes or disk contamination are virtually impossible. Data is accessed and transferred at a rate matching or surpassing that of hard disks. The end result is a high-performance mass storage system with built-in backup that is rugged and decreases in cost as you increase capacity.

What is a Comspec Bernoulli System ?

A Comspec Bernoulli System is a storage device that works similarly to a fixed hard drive, with the convenience of a floppy drive, and at the same time offering several key advantages over both. The Comspec Bernoulli box uses 20 megabyte removable cartridges., This allows the user to have virtually unlimited storage capability. As your data needs grow, you can add inexpensive cartridges instead of expensive hardware. That equals hard disk convenience without hard disk limitations or long term costs. Since the cartridges are removable, each person can have their own cartridges, and you will not need to invest in an expensive network. As the cartridges are very compact (5.43 in.L x 5.35 in.W x 0.35 in.H), they can be given to the person down the hall, across town, or around the world, without the normal concern about transporting media.

Advantages Over Competitive Bernoulli Systems

Comspec's Bernoulli System has an important feature called **disk change management**. Whenever the user inserts or removes a Bernoulli cartridge the Amiga operation system is automatically informed, and its icon will appear or disappear, the same way a floppy icon will. This is a very important benefit to the user. The Amiga Operating System knows which disk is in which floppy. Requesters and icons automatically appear or disappear as required. Comspec has designed it's Bernoulli System to operate identically to that of the Amiga's floppy drives.

In some competitive products, you must run a program to initialize the system each and every time you remove a cartridge. This is not only a time consuming and tedious exercise, but if you forget, the Amiga operating system will get confused and will end up corrupting your data and could even crash the entire system. With the Comspec system this can never happen.

Another major feature of the Comspec Bernoulli System is the ability of "auto booting" under Kickstart and Workbench V1.2 or the new V1.3 version on an Amiga 1000 computer, and V1.3 on the Amiga 500 and 2000..

Simply insert a previously configured Bernoulli cartridge and the Amiga can auto boot. No other Bernoulli system currently available for the Amiga can make that claim. Similarly, the Comspec Bernoulli System also supports the (FFS) FAST FILE SYSTEM. Comspec Bernoulli System owners can now take advantage of increased performance and unlimited storage capability even if they already own a hard drive for the Amiga.

Although there are competitive products available, none offers as complete a system as Comspec. In fact, some competitors even expect you to purchase a SCSI interface from a separate supplier, and then try to figure out how they are going to work together. Comspec not only supplies memory expansion, hard drives and interfaces, but supplies the Bernoulli System as a complete ready-to-run package.

With the Comspec Bernoulli System, you get all the advantages of the highly acclaimed Comspec Hard Drive System, such as media defect management, low processor overhead, partitioning ability, easy expandability, and proven reliability.

Is the Comspec Bernoulli System for You?

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Comspec Bernoulli System Configurations

The Comspec Bernoulli System comes in many different configurations, but all configurations must include a Comspec SCSI host adapter for your particular Amiga.

For the Amiga 500 & 1000 you can purchase a Comspec Bernoulli System in two types of housing. The SD chassis housing allows room for up to two 5.25" devices. This would allow installation of up to two Bernoulli Systems or one Bernoulli System and another device such as a Comspec hard drive.

The second type of housing is the low profile "SSD" Amiga 500 chassis housing which has room for one 5.25" device and one 3.5" device. The "SSD" chassis also doubles as a monitor stand when connected to the Amiga 500. A typical configuration would be a Comspec 3.5" hard drive and a Comspec Bernoulli System.

Although the Amiga 2000 has the same options as above, it can also have a single Bernoulli System installed inside the Amiga 2000 where the 5.25" floppy drive for the bridgeboard would normally reside.

Technical Information

Physical Size

Amiga 2000 Internal Bernoulli System

Length	8.0 in.
Width	5.75 in.
Height	1.625 in.
Weight	3.9 lb.

Performance

Seek Time Including Settling

Single Track	6 ms.
Average	40 ms.
Maximum	78 ms.

MODELS AVAILABLE

B20* - Internal Bernoulli System for Amiga 2000 and, for owners of Comspec SD 20/40/60 hard drives

SD-B20* - External Bernoulli System for Amiga 1000/2000 (SD chassis allows room for an additional 5.25" device)

SSD-B20* - External Bernoulli System for Amiga 500 (SSD chassis allows room for an additional 3.5" device)

* Please note the Comspec SA 500, SA 1000, and SA 2000 SCSI interfaces are required for the above and are sold seperately.

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Additional configurations are available, please contact your dealer, or Comspec directly at the address listed below.

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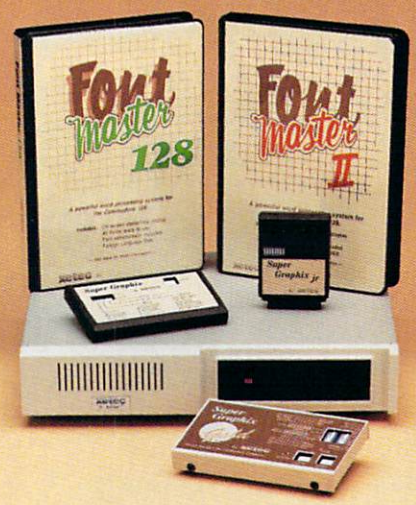

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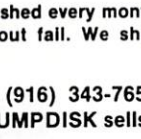

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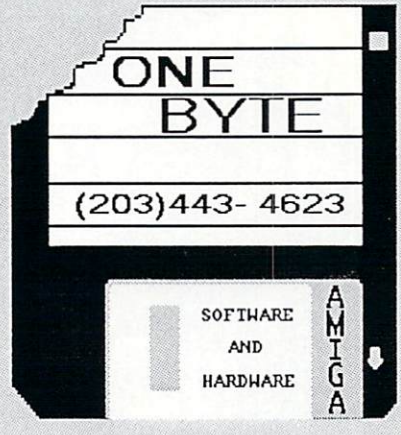

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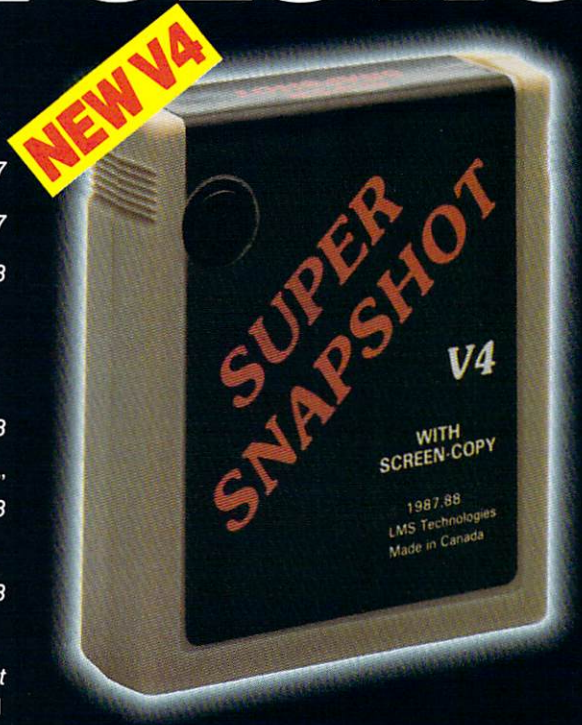

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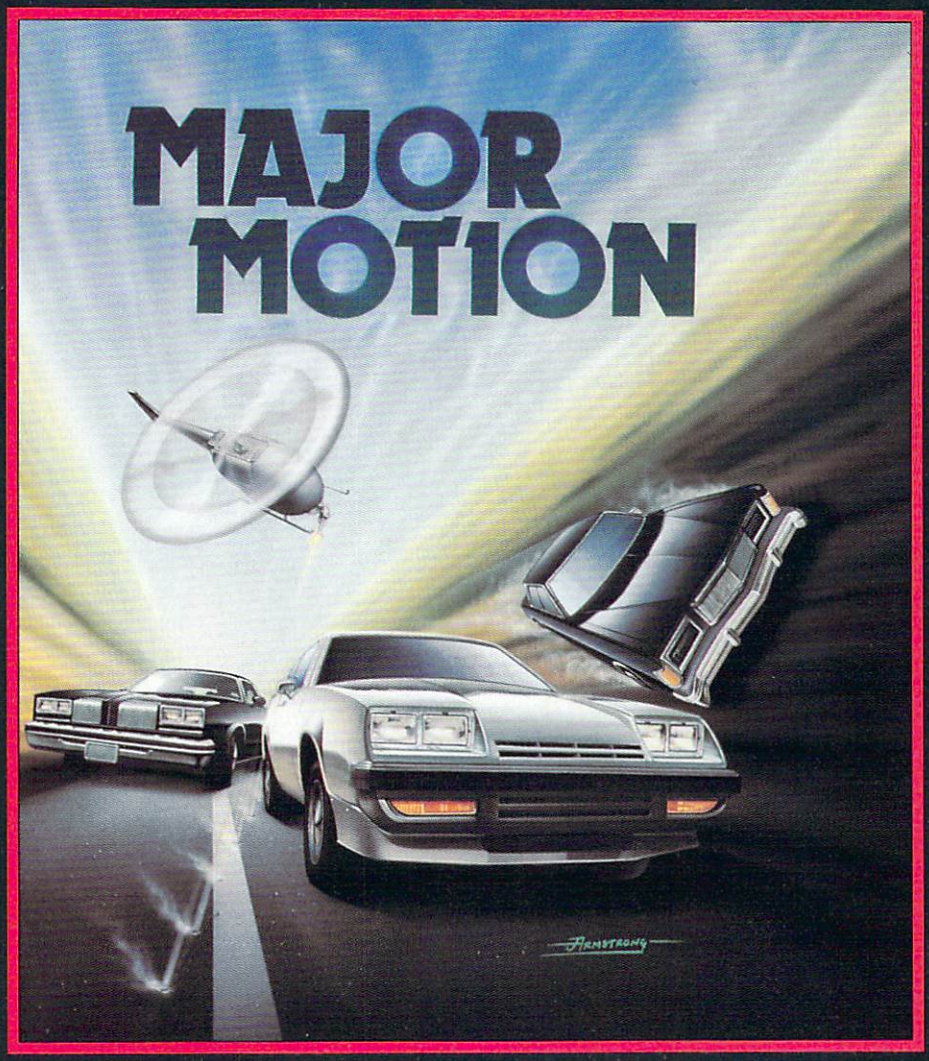

Major Motion

Defend the open road against marauding legions of hostile vehicles. Test your driving skills in a variety of road conditions while using an assortment of weapons (including missiles, smoke screens, oil slicks, repulsor beams, etc) to neutralize the armored minions of the Draconian League. Detailed 3D graphics, thrilling digitized sound effects (Amiga only), and music make this a drive you will never forget!

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Leatherneck

Leatherneck is an arcade adventure that allows up to four players to participate at the same time! A special adapter (sold separately) for the parallel port of your computer allows you to connect two more joysticks. Now four intrepid commandos can battle side by side against a common enemy in a desperate mission of survival.

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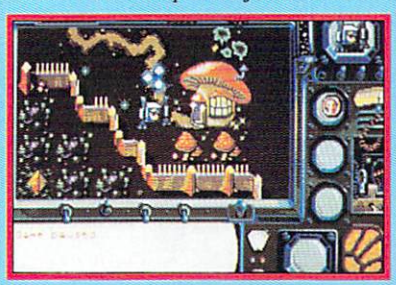

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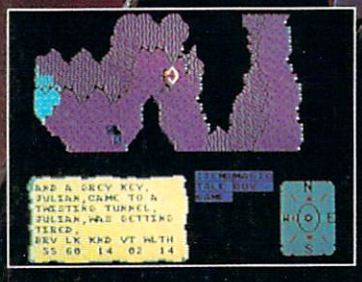
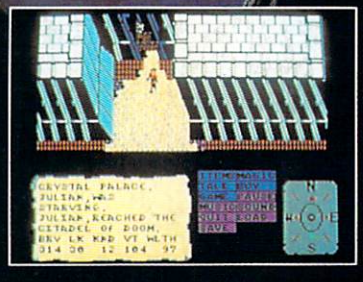
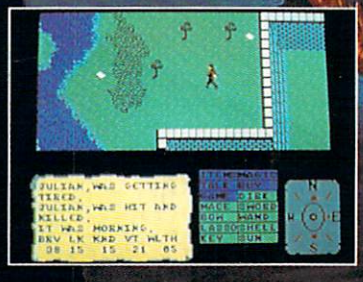
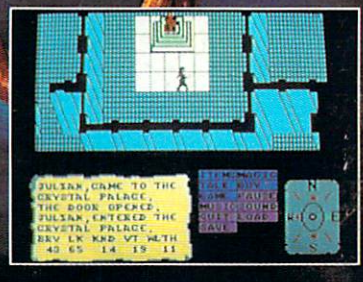
The Faery Tale Adventure is a superior game of epic proportions. Over 19,000 colorful smoothly-scrolling screens make up a world full of castles, inns, cities and dungeons that take months to explore. An exceptional soundtrack sets the mood for wandering, combat and nighttime sequences through this magical land. A must for everyone's library!









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